



COMMUNITY MAGAZINE #2

**WIN
GEMS
INSIDE**

**Interviews With:
Todd Harris &
Scott Zier**

GameOnMag.com

The background of the entire page is a dynamic illustration from the game Smite. On the left, a large, muscular, grey-haired deity (Zeus) is shown from the waist up, wearing a blue and gold armor. He is holding a glowing blue sphere of energy in his right hand, with a bright blue lightning bolt striking it. To his right, a large, dark, furry monster (the Nemean Lion) is roaring, its mouth open showing sharp teeth and a red tongue. The monster has red chains around its neck and chest. The background is a dark, stormy sky with swirling clouds and a hint of a city or battlefield below.

BATTLEGROUND OF THE GODS

SMITE

FREE-TO-PLAY

"Smite's unique camera angle alone is enough to set it apart from other MOBAs, and developer Hi-Rez didn't stop there. Each map is polished, every God looks and sounds great, and exceptional Match of the Day modes offer plenty of variety" -IGN

**CRITICALLY-ACCLAIMED
3D ACTION MOBA**

SMITEGAME.COM



COMMUNITY MAGAZINE

Welcome back to Issue #2 of the SMITE Community Magazine brought to you by The GameOn Magazine.

We've got some exciting things to share with you this month, however; first we'd like to thank all of you that took the time to check out the first issue last month. A lot of time went into organising it and it really paid off!

Now, with our gratitude out of the way, onto the content! This month we have a few returning features with the second part of "Spawning In" where we see Ullr meet the woman of his dreams, the next part of our guide, SMITE 101, where we're talking math and roles, and lastly "What It Takes To Compete" which takes a look at eSports and how the pros attain that professional standards.

You can also read up on information about the two newest gods to join the ranks: Osiris and Kumbhakarna. We talk about both their roles in SMITE and the lore behind them. As is this wasn't enough, we've also got an article about the hit machinima web-series, The Little Guys from CreatureHub. You can also feast your eyes on an article about balance as well as one on how to break some of your favorite gods!

Had enough yet? Tough! We've got more! We've got not one but two interviews with Hi-Rez Studios COO, Todd Harris and God Designer, Scott Zier. We are also bringing in a new segment which will tell you a bit more about some of the Hi-Rez staff, starting off with HiRezKelly!

We're also bringing back the Coffee Break section equipped with another wordsearch, comics and caption competition where there's 1,400 Gems and G.E.B 1 skins up for grabs! That's not all though. We're also doing a subscriber only prize draw for the Dark Whisper skin!

Without further ado, sit back, relax, and enjoy Issue #2 of the SMITE Community Magazine!

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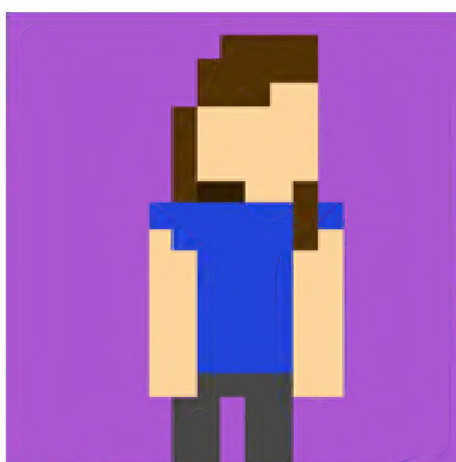
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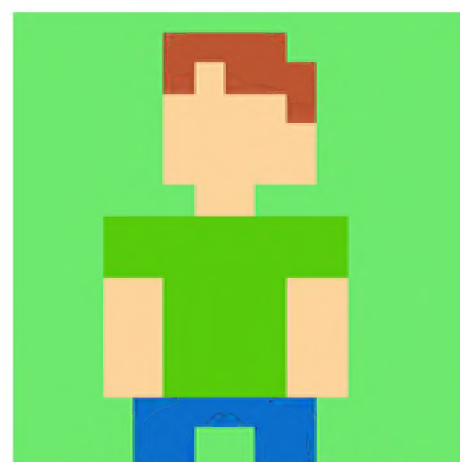
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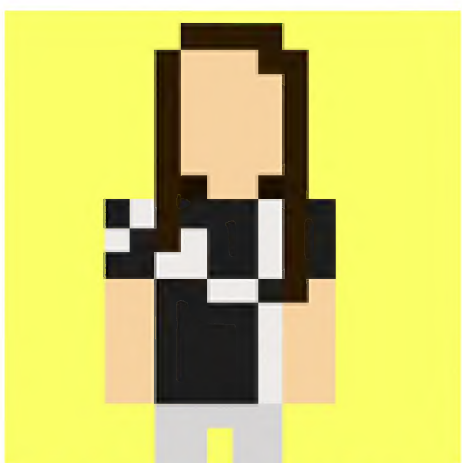
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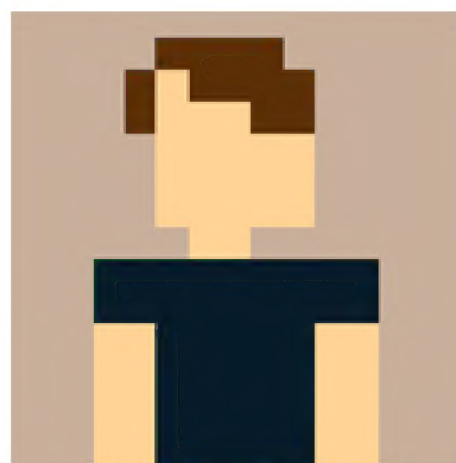
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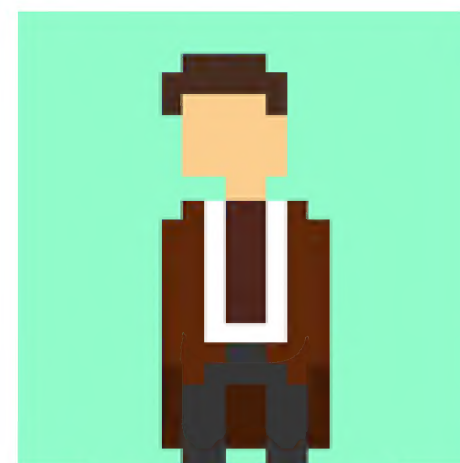
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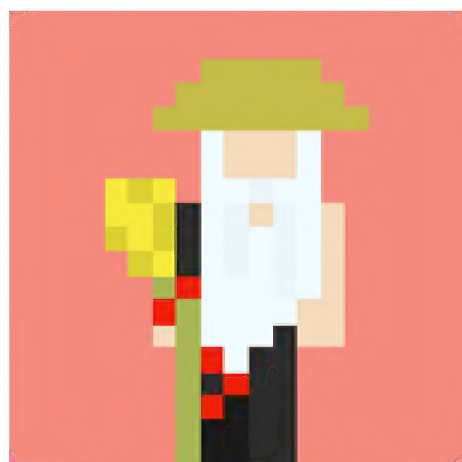
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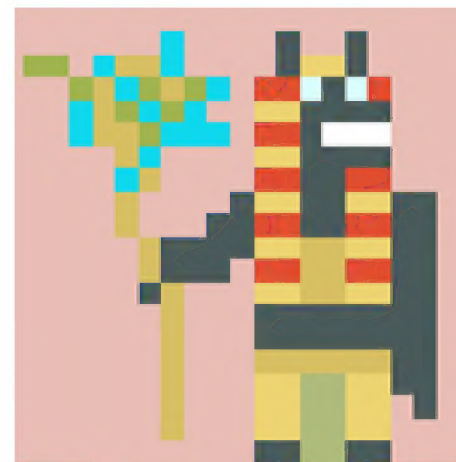
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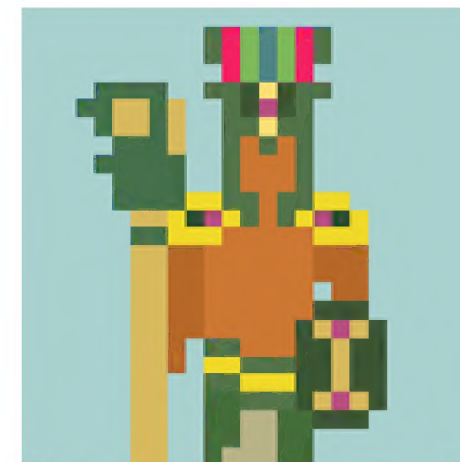
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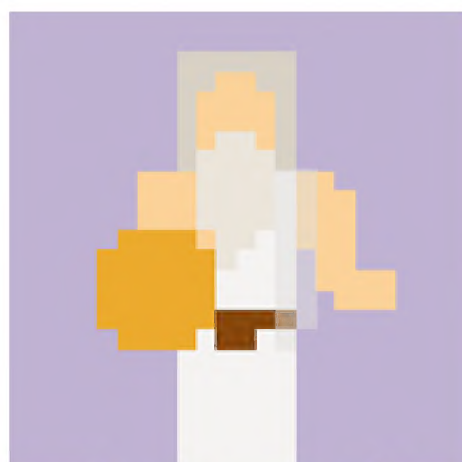
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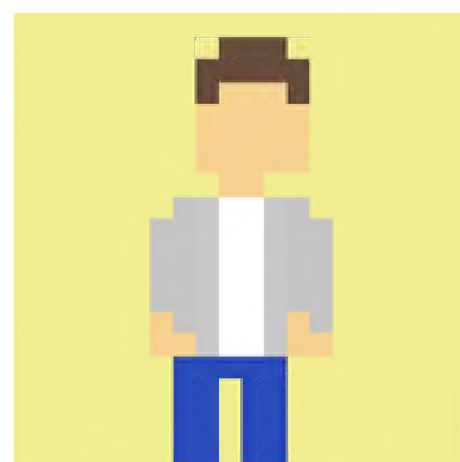
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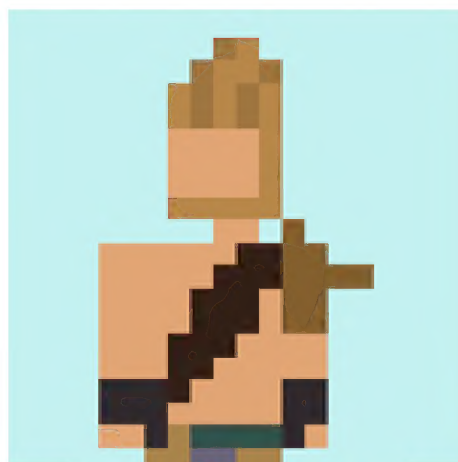
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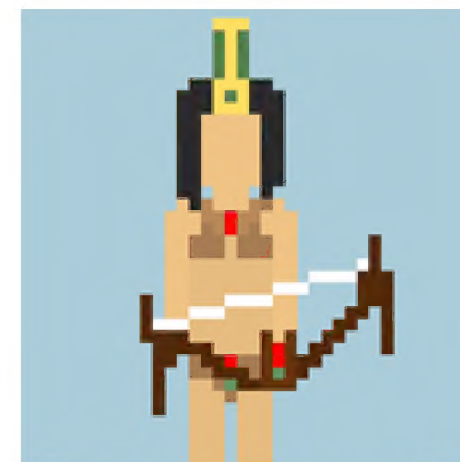
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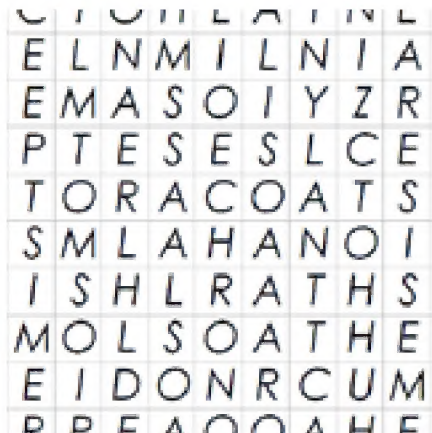
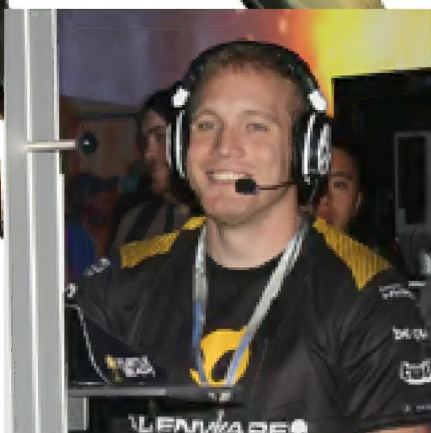
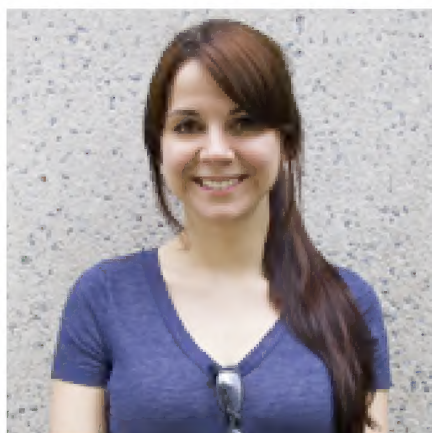
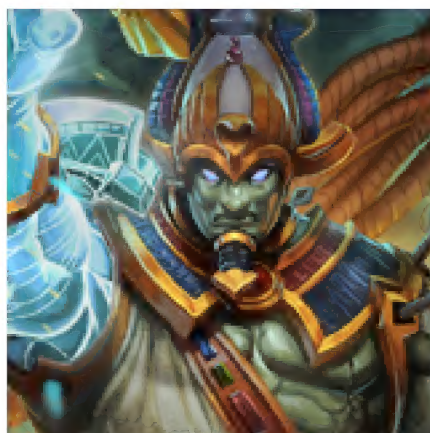
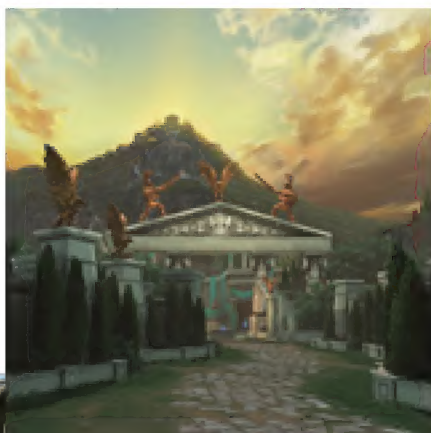
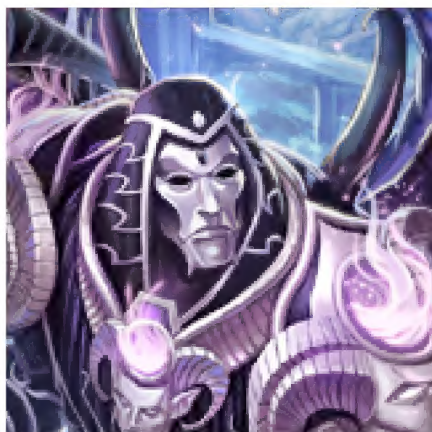
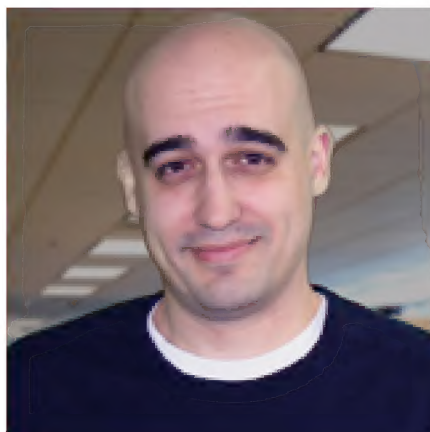
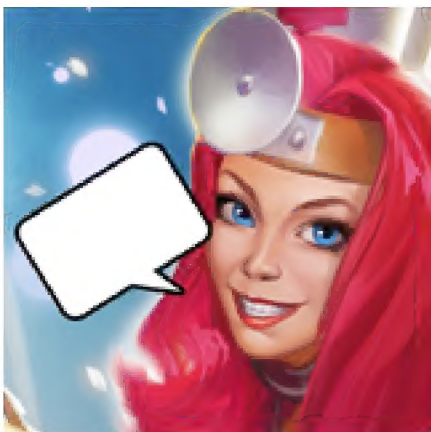
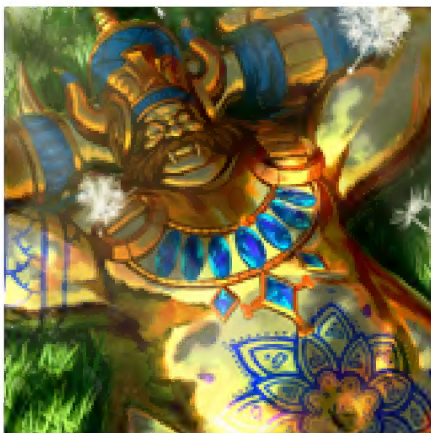
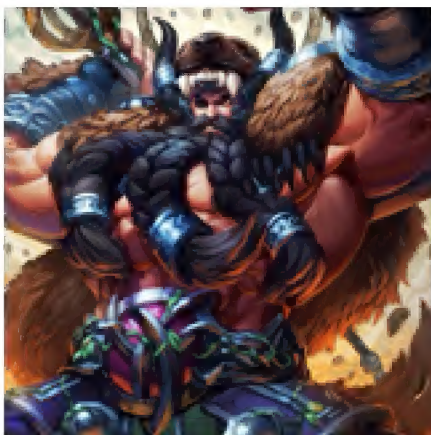
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Special thanks to:

Stephen Nickel, Ioan (John) Bazavan, Todd Harris, Scott Zier, Kelly Link, Gabriel Mughelli

If you're interested in writing,
drawing or designing for
The SMITE Community Magazine,
drop us an e-mail!
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Artwork by Nana Holmstrom

Reader's Letters

Hi SMITE Mag,

Do any of you plan on researching some viable builds for newer players before they actually start learning the roles of items? Like say teaching newer players that Boots are good, or that Devour's Gloves (or gauntlets?) are a good match for Loki (at least for me)?

- David Roberts

Hi David,

Thanks for writing in! Yes, we do indeed plan on posting viable builds in the magazine. We are still finding our feet with the whole project but our SMITE 101 series is aimed at new players and we hope to include some nice item builds in there. A few of our staff are also interested in writing some guides along these lines, so keep your eyes peeled!

Hello,

Could you put some more combos for god skills in the magazine? I'd also like to see a skins section for fan art. Is this possible?

- Jimmy Villacis

Hi Jimmy,

We will certainly be looking at including some more combo builds for different gods as time goes on. Artwork is also a big part of the magazine and we try to feature as much as possible!

Hey guys,

Who are your favourite gods and why?

- xNecroTrial

Hi Necro,

We are hoping to get together some staff profiles which will include this information in the coming weeks so keep an eye peeled for that! However, at the moment, our Editor's favourite god is He Bo due to his potential power and not SO easy play style. Saying that, it tends to change week to week.

Hi.

What stores will smite magazine be sold at?

- Rylan Kirkham

Hi Rylan,

The magazine is entirely digital and is not strictly sold anywhere. It is completely free to download and available in PDF directly from our website, from JooMag and from Magzter.

Hello GameOn Staff,

Would you guys like a day of smite with the community on some days where staff would play with us?

- Cheyne Ernst

Hi Cheyne,

This is something that we are really interested in pursuing and is currently one of the rewards on our Patreon page!

Hi,

Who would win in a beard battle, Thor or Hercules?

- Cody Clark

Hi Cody,

Thor would totally win. He has a magnificent beard! It personifies the very existence of lightning and all things manly. That being said, Hercules does have a pretty rocking face warmer.

Hello,

The new skin on AMC looks awesome! What other-wordly skins might you suggest?

- Andy Chau

Hi Andy,

That's a tough one. I'd have to say something along the lines of "The Thing" for Odin, an Ewok for Hun Batz and "The Creature from the Black Lagoon" for Sobek. Oh, and a straight up noodle for Ao Kuang. That would be terrifying.

Hey there!

I was wondering, as a reader and active gamer, if you guys will do more giveaways, contests and some special offers related to SMITE?

- Anthony Kamar

Hi Anthony,

We hope to do a lot more giveaways and contests in the future! We have two in this issue!

DEAR GAMEONMAG,
I JUST WANTED TO ASK YOU WHAT DRAWS YOU
AND YOUR STAFF SO CLOSE TO SMITE.
- THOMAS HODDER

Hi Thomas,

I can't speak for the rest of the staff, but I'm attracted to SMITE because of the third-person perspective. It gives it the edge over other MOBAs because I can use WASD rather than frantically clicking around. It just feels more comfortable and fast-paced.

**Want to be featured in
next issue? Drop us an
e-mail with a question!
smite@gameonmag.com**

NEWS



Geb was on the receiving end of a rather out-of-the-blue skin this month, files 'leaked' early onto the system files revealed themselves on the French client and took to Reddit like wildfire. HiRez, looking at the incident in light, set players the challenge of re-tweeting the skin for an early unlock. 'Cat's outta the bag. At 3k RT's we'll show card, 5k RT's we'll stream in-game, 8k RT's we'll release a new Geb skin!' Without fail this motivated playerbase stormed Twitter with robotic enthusiasm and within only a few hours people were rolling, or rather flying, around in their shiny new skin!

As Geb's base model shows him to be huge, an entire island in fact, the G.E.B 1 skin is equally as impressive, transforming him into a mobile air-base. How do I know it's an air-base? Because

he now travels with his own host of fighter jets is how! The stone shield has been transformed into a glowing plasma shield, and his shock wave now comes with actual shock! Finally you can tell that Geb hasn't forgotten his roots as for cataclysm he sends robotic sheets of metal out of the ground to pound the enemies around him.

In line with HiRez's excellent directed taunts G.E.B 1 does not fail to impress, with gold such as "ERROR 201: You do magical damage with a sword." (Ares) and my personal favourite "You turn into a tiger, I turn into a Space Shiip! Sorry." (Sun Wukong). My only worry now is players flying around in Space Ship Geb chasing the Monkey Lord trying to unlock that sweet reward!

By Charlie Seddon

The GameOn Magazine

NEWS

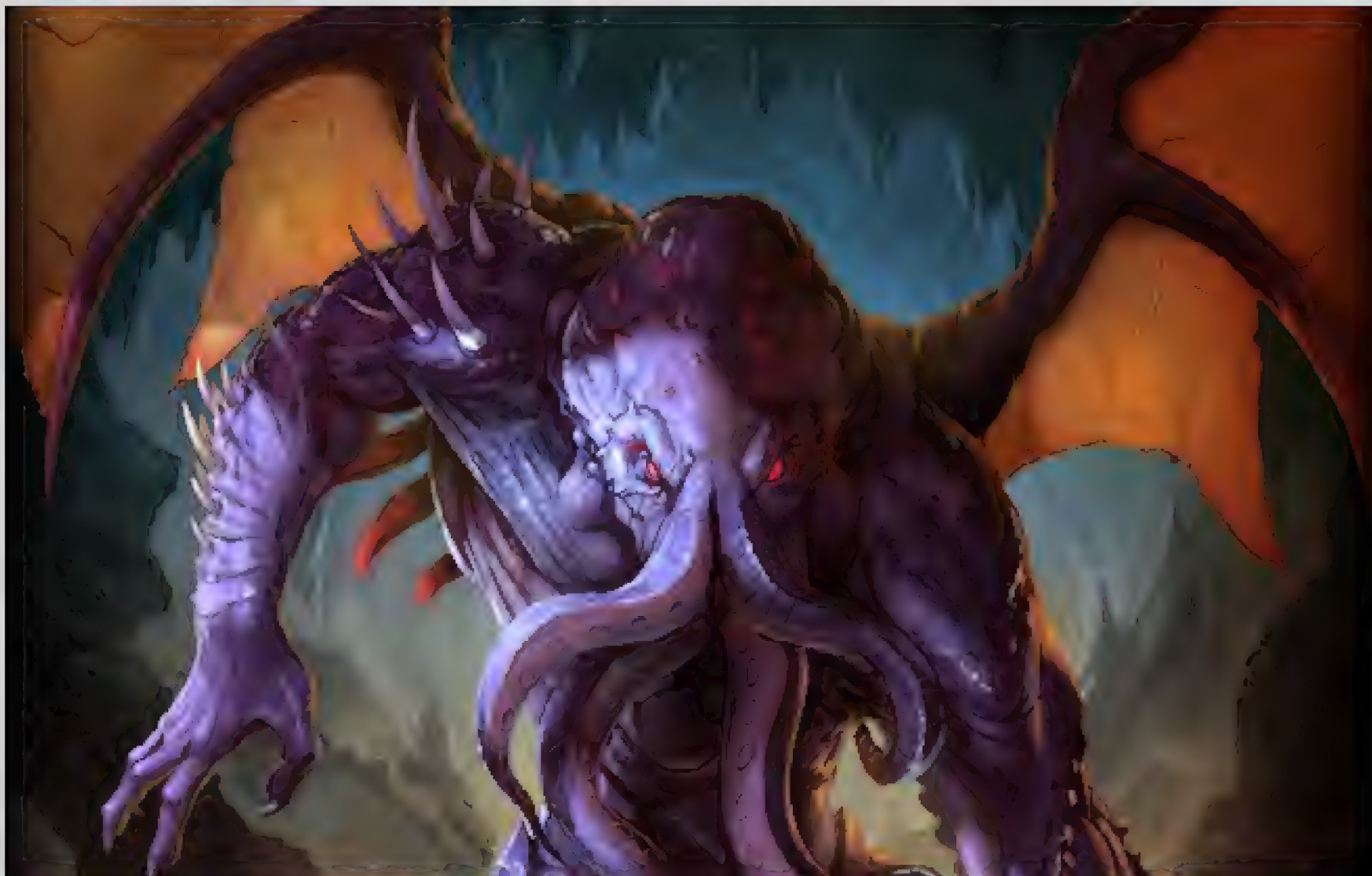
With all of the pirate themed skins we have gotten in SMITE, the “Dark Whisperer”, skin for Ah Muzen Cab is the most unexpected and terrifying skin to be released. The skin is based off of a creature created by H. P. Lovecraft, from his short story “The Call of Cthulhu”. Cthulhu has become increasingly popular in pop culture over the last ten years, with the monster popping up all over the internet, meme’s, and even being a big portion of a “South Park: story arc.

This skin seemed to come out of no where as many SMITE fans have been waiting for the long rumored Apollo skin. Although it seems it did not disappoint. I have heard from the SMITE community that this skin is “gruesome, disgusting, scary, and insanely awesome”. From my perspective the majority

of the SMITE community is praising this skin as one of the best that has been released to date.

The skin will cost you 600 gems, as it is a premium skin with its own unique voice pack and abilities. Although there has been some concern that many of Ah Muzen Cabs original ability sounds are still being used, many players seem to be willing to overlook that and possibly believe that it will come in an update later on. Most players are willing to purchase it for the amazing voice pack and the updated ability visuals. Cthulhu is a voice of power and fear. When you hear some of the things that he screams at you, you will cower in fear. And don’t even get me started on how gross his “hives” are.

By Tanner Schelle



Artwork by Mauricio Stankovic



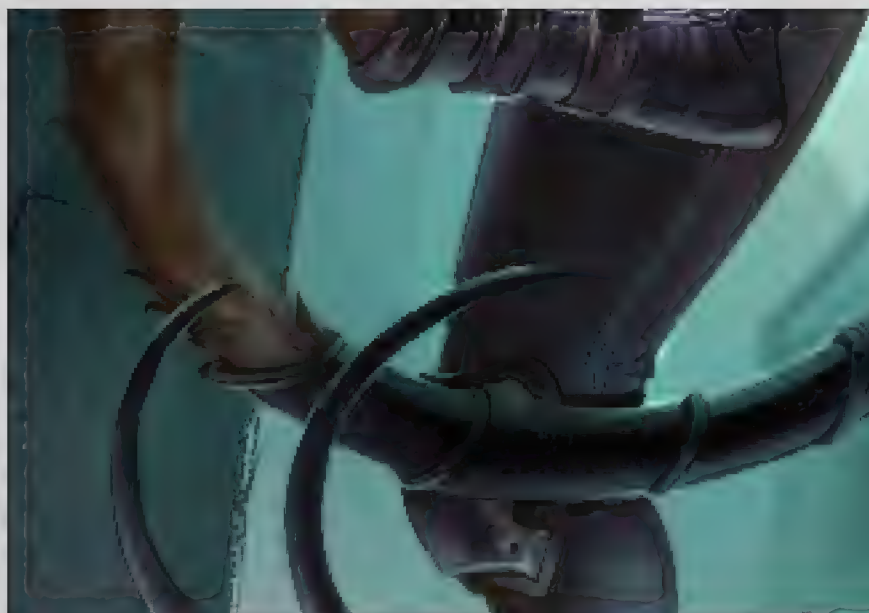
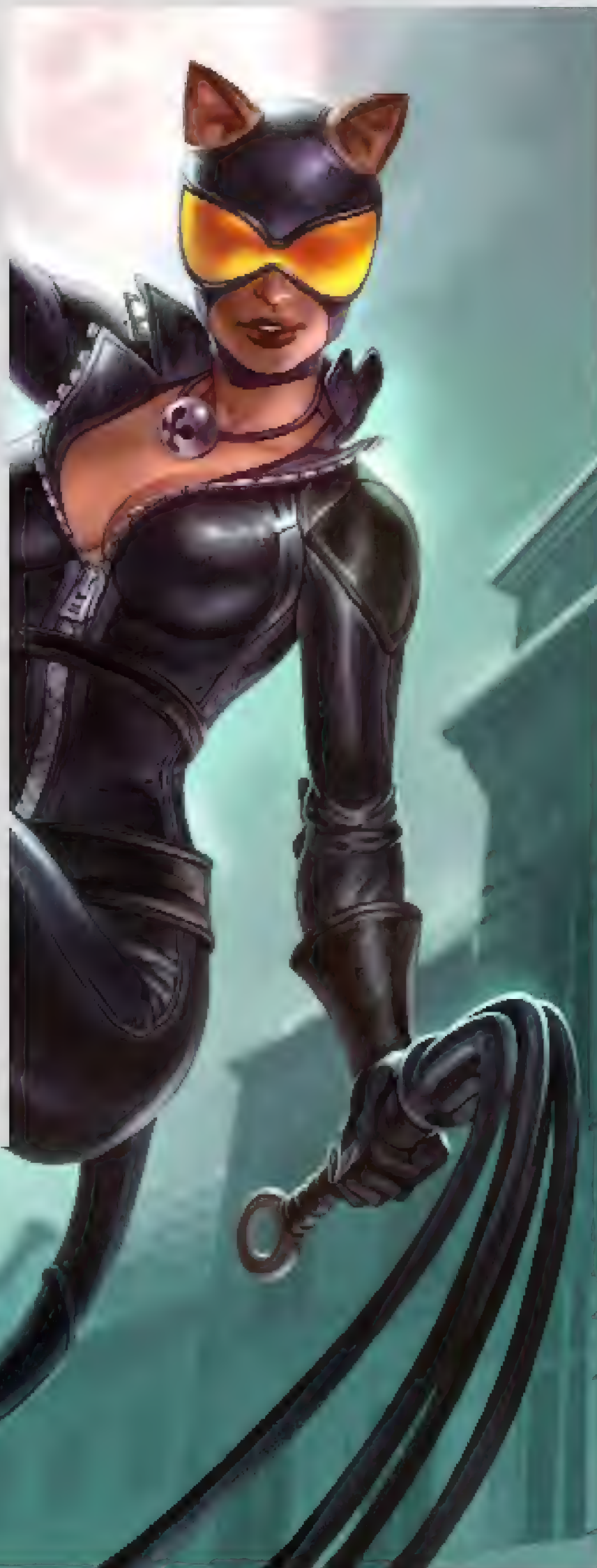
NEWS

Bastet has had a lot of attention recently, a visual upgrade courtesy of the community cries, with a slight touch upon her kit from Hi-Rez too. Not too long after, a skin was introduced for Bastet called the Night Prowler. Coming in on the 23rd of April, it lasted less than a month as it was removed on the 14th of May.

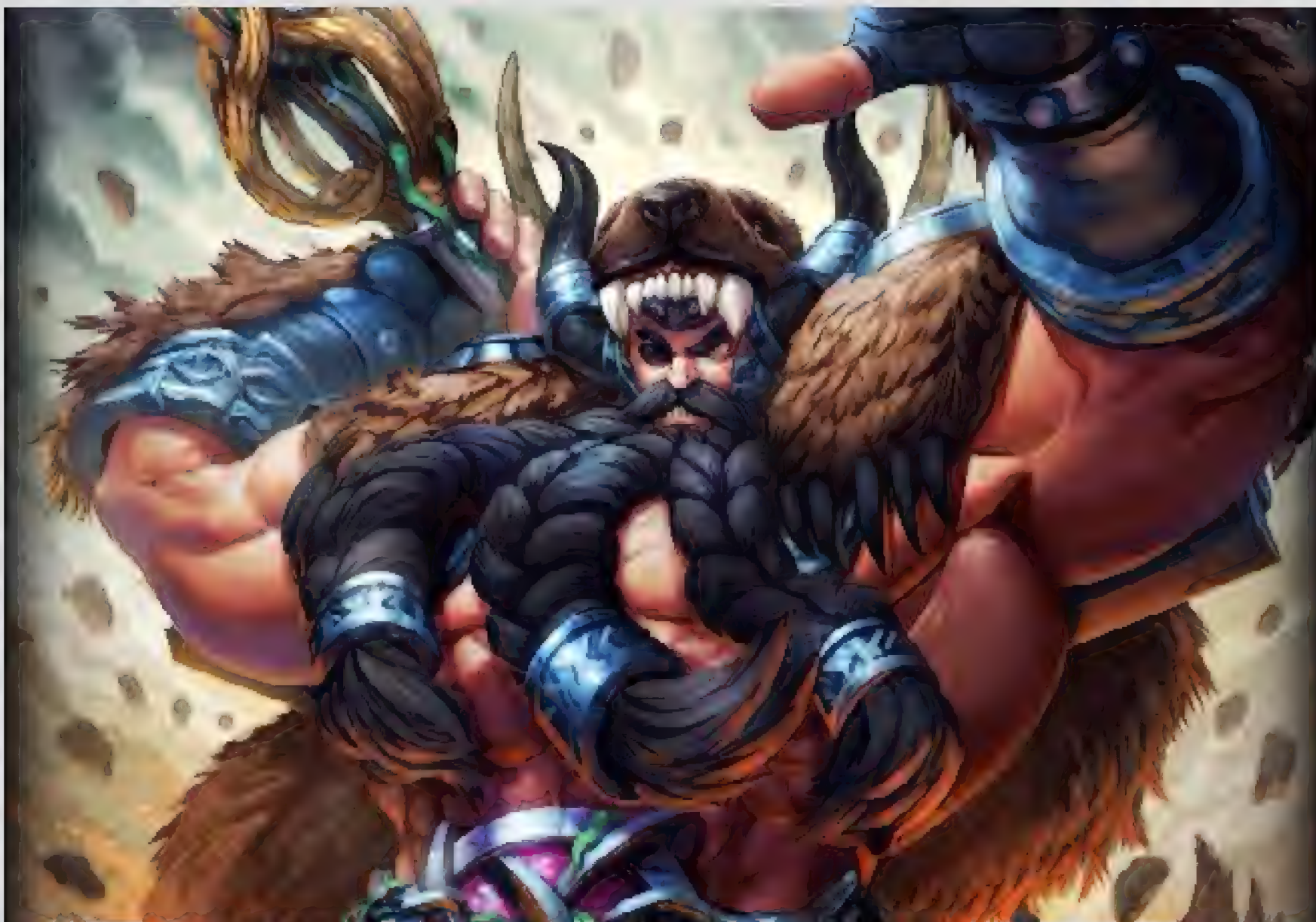
The patch notes say that “Night Prowler Bastet has been removed from the game while aspects of the skin are reworked. Our sincere apologies for this inconvenience. Everyone that purchased Night Prowler will be refunded the gems from the purchase” which has been rumoured to be over copyright issues, as almost everybody linked the skin to Catwoman, who is a copyrighted figure for DC.

This caused quite some controversy as not only taking the skin out caused a fuss (although the skin was refunded), plenty of voice packs were purchased along with the skin, which was not refunded. So whilst the skin got refunded, voice packs in aid of making the skin a better experience was not refunded to those who only bought it for the Night Prowler skin.

By Ashley Eaton-Jephcote



NEWS



Odin's Mountain Man after quite some time gets some much wanted attention, with the last graphical change done back in early September of 2013 with Odin's complete change with his 3D model, FX and animations. The skin went on sale for 300 gems before being changed back to 400 gems, allowing that particular weekend to grant 10 gems per first win of the day from Friday 23rd until Monday 26th.

With the spoils of how the new Mountain Man will look, it's safe to say he's of a slightly bigger build and looks more like an actual mountain man than just a warrior in some fur. The bear skin that is covering Odin will become larger, with some antlers added to his back too. Rather than

a simplistic belt he now actually has some lower clothing, adding to his bear covered self with a bustier belt and cloth drooping down from it.

So Hi-Rez have answered the community yet again, going back to a previous god with their previous skin and updating it. Not only that but they gave the community the chance to obtain this skin for a possible nothing with the weekend prior to it's change allowing 320 gems to be obtained in total and the sale of the skin at 300 gems meaning those with the desire can obtain it.

By Ashley Eaton-Jephcote

CHARIOT

SMELL DIVINE FROM
SUNRISE TO SUNSET

A SCENT BY
APOLLO



eSPORTS



The SMITE World Championship Series opened up on May third in an explosive fashion. After a brief break, Team Dignitas, SNIPE, and COGNitive Gaming came out strong and ready to fight to the death. In the end, Dignitas managed to sweep both week one and two earning first place without losing a match. On the EU side, Cloud9 HyperX and Team Solo Mid are again struggling over first place with each team placing first one of the two weeks. Both North American and European tournaments have seen newer teams taking the fourth place spot. TheGameChangers have consistently taken the fourth place slot in NA, while I1111 has similarly secured the same slot in EU.

Week three, however, again showed just how competitive each region's teams are. In North America, TGC nearly took down Dignitas in the semi-finals. TheBest's amazing plays on Syllia, along with Dignitas ability to draw out the game until Lassiz and Zapman could come online, allowed them to win what looked impossible for them to take. TGC still went on to defeat Snipe for the third place slot. Snoopy's consistent and precise play on ADC combined with DaGarz aggressive play in jungle helped lead their team to victory.

In the finals, Dignitas took two hard hits from COGNitive Gaming. COG played like the COG of last season, and they consistently made big plays. MLCst3alth's Poseidon was so dominant in combination with andister's Hunbatz, that Dignitas chose to ban both gods in the second match. Despite this, Omegatron's Aphrodite bullied Anatoily in the solo lane in both matches. Lazzis, while generally more effective in the second match than the first, went 9/10/2 as Loki in match 2 and 0/12/2 as Freya in the first match. TheBest, whose play secured his team's spot in the finals, was shut down by the aggressive COGNitive team, going 0/7/3 as Scylla in match 1 and 3/2/6 as Zeus in match 2.

If North America hadn't provided excitement enough for SMITE fans on Saturday, the European teams surely satisfied on Sunday. Worth Gaming dominated C9 in the semi-finals, earning their spot in the finals. Shaggyschenk went 10/0/12 on Ullr smashing through C9 players and map defenses. Koinyo, Worth's mid, went 11/2/9 on Scylla, again dominating his opponent in mid. The match for third place was just as explosive. In what was another upset for C9, I1111 took third. While YOUNGBAE's Ullr tore apart

the other team going 13/3/7 and doing 6400 in structure damage, llll managed to make important plays, especially with Lloyd going 10/6/12 on Scylla. In the end, the same combination of Poseidon and Hunbatz that had made COGnitive so dominate the day before fell short for C9. In the finals, TSM won the first match with Gamehunter again showing just why his nickname is Godhunter. His solo lane Hebo went 9/3/6 shutting down Variety on Ra. Worth did not let this keep them down though, and came back to win game two. Ninjabobat's Hunbatz went 5/0/6, and Korinyo's Poseiden went 4/0/6 - all in nineteen minutes. TSM showed why they are the reigning champions of SMITE, and returned to have Gamehunter go 13/2/12 on Ra in the solo lane. QvoFred's Hunbatz went 7/4/14, duking it out with Ninjabot's Bastet going 7/6/6. TrixTank's Guan Yu put up numbers any support would kill for, going 2/1/23. TSM took first place for week three, but look to Worth Gaming to fight for one of the top spots in the region.

Both regions saw the use of the thirty-two team bracket with minimal bye brackets for teams. This will allow for more competitive play and growth of SMITE as an eSport. It also may seed chaos in the team rosters just a little down the road. HiRez has modified the roster lock rules for this season. Weeks one through five are a soft roster lock. Any player that wants to switch teams during this time can, as long as an administrator for that region is notified. The



potential for top teams to pick up newly seasoned players if their current rosters aren't up to scratch is real. While week six starts a hard roster lock for teams, any team that has not placed in the top four has the option to change players with the approval of an administrator as long as it's prior to the start of the tournament. Mattypocket, team manager for COGnitive Gaming, also confirmed that HiRezAPC had emailed teams notifying them of the changes.

Top teams are not worried that the rule will impact their play. "The rule change won't really effect top teams. We all made any changes to our rosters before the season started. We've had time to work together and get our teamwork in check. The top four teams are all really close in skill, so anything could happen, but they are top teams because they're comfortable with their teammates and have played together for so long. It's not about roster changes at this point; for top teams, it's all about execution and hunger now," Mattypocket explained.

In addition to the expanding HiRez weekly series, Iron Gaming is hosting a series of month long online amature events that lead up to a monthly LAN event. The tournaments will play three different modes each bracket consisting of conquest, arena, and siege modes. Teams that have placed in the top four of a HiRez weekly can not compete in these tournaments, making them truly a place for amature teams to get their feet wet and earn money. To further help develop teams and spread around the prize money, teams that have won a LAN event cannot compete in the next season of play. Cooper, the administrator for the events, said, "HiRez and Iron Gaming teamed up to create this series of cash prize amature events to continue to help SMITE grow. I'm excited to get to be part of that growth." The first season began on Sunday, May 11th and will continue until the LAN event in Atlanta on May 23 and 25th.

By Lauren Piersol



SPAWNING IN: RECOVERY

By William O'Hara

Ullr groaned. His head hurt. His chest hurt. His everything hurt. Bones had been broken or shattered all over, cuts across every part of his body, and singe marks on his clothes and skin. It looked as if he had been in a war, and that is because he had been. Whilst Ullr did not expect the opposing gods to go easy on him, such a thing would have been seen as insulting, though he didn't believe that they would be so harsh on him. The match itself was a shambles, with two from Ullr's team not even showing up. However, Bakasura continued to jump in despite this. Thinking about it, he might have continued because of his insatiable hunger. Ironically, he seemed to be the one getting eaten alive. He turned on his side pain shooting through his leg and arm stopping where he rested on his bed. He remained still. He was being watched and the person that was watching him scared him more than Bakasura could ever have. The smile. The smile of his watcher could have curdled milk and looked as if it had been made by cutting at the side of their lips.

It was Ms. Diagnosis.

"Hello, are you feeling alright?" she said, tilting her head to one side. The tone seemed as if it

was meant to be caring, yet sounded sadistic coming from that hideous smile of hers.

Ullr remained still. "Helloooo, is anybody there?" she joked as the smile, defying reason, spread further across her face. He just lay there staring blankly at her grin. He could feel himself shaking at this sight. As she stood up, Ullr visibly recoiled. Laughing, she said "I thought you were awake, and I am glad that you are", speaking whilst slowly pulling out a huge syringe from a nearby cabinet. "For a big, strong boy like you, this won't hurt a bit" winking at his cold, motionless body on the bed. His eyes dropped from the spike.

He ran.

He ran as fast as his broken and bruised bones would allow.

Oddly enough, he felt better now.

After vaulting over the front desk and diving past some other, nice seeming nurses, he exited the infirmary at a swift pace.

Before the match, he didn't have much time to look around the temporary residence of the gods, let alone figure his way around. Nor did he know the location of the infirmary where he had been kept by the evil, smiling lady. Despite all of this, Ullr kept running as if his life depended on it. For all he knew, it did! He ducked under washing lines, jumped

over horses, dodged an entire wagon of wine and even over an oddly shaped puddle of water with someone's leftover armour and a large scroll within.

He saw glimpses of a shadow behind him - a slim shape. Could it possibly be Ms.

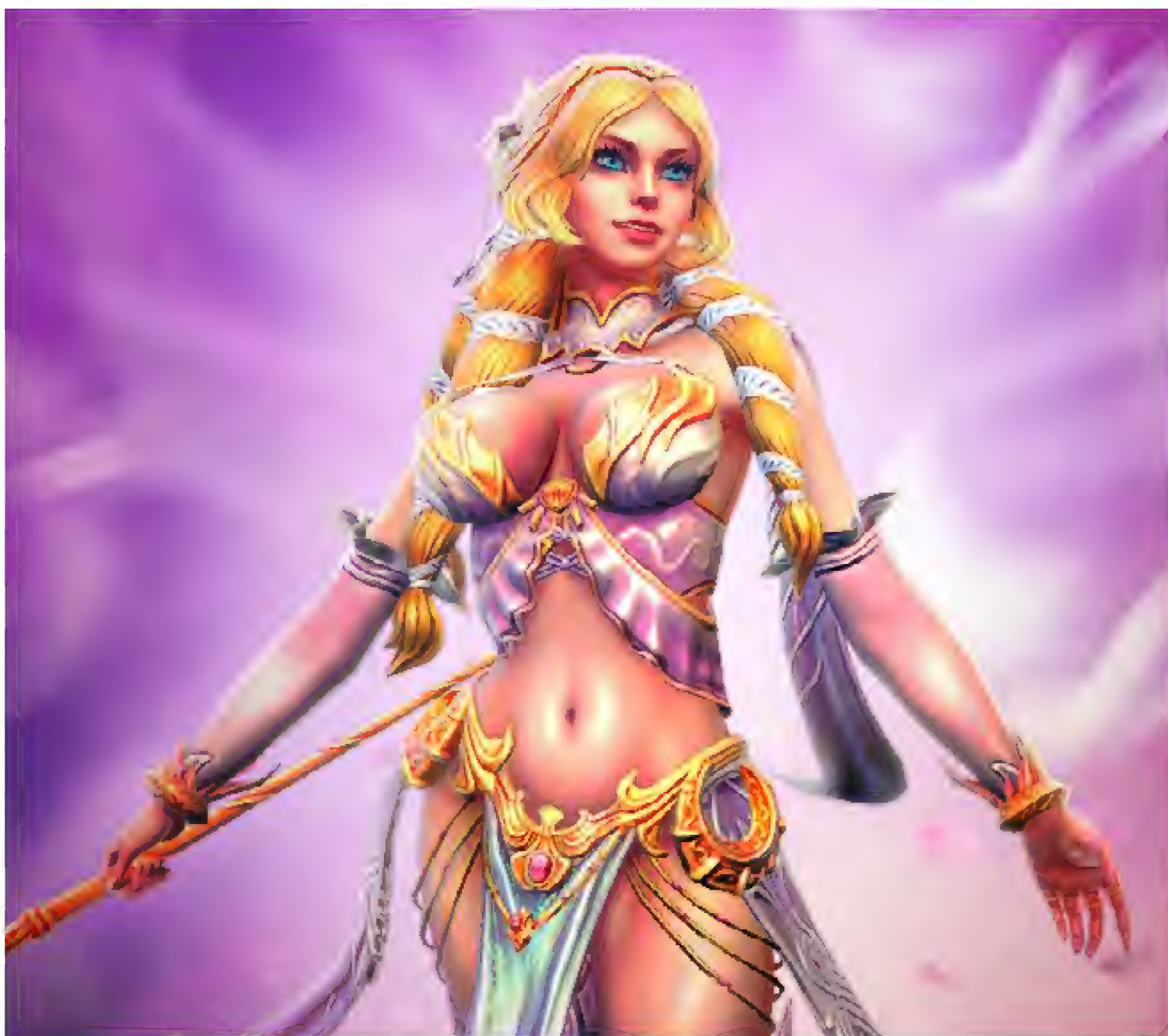
Diagnosis, darting around corners whilst seemingly trying to keep as close to Ullr as possible? This only made Ullr run faster.

Until suddenly, he stopped.

Today, Ullr had gone from seeing the worst of his nightmares, to the most beautiful woman in his wildest dreams. There she was, Aphrodite, the goddess of beauty and love. She stood, washing a

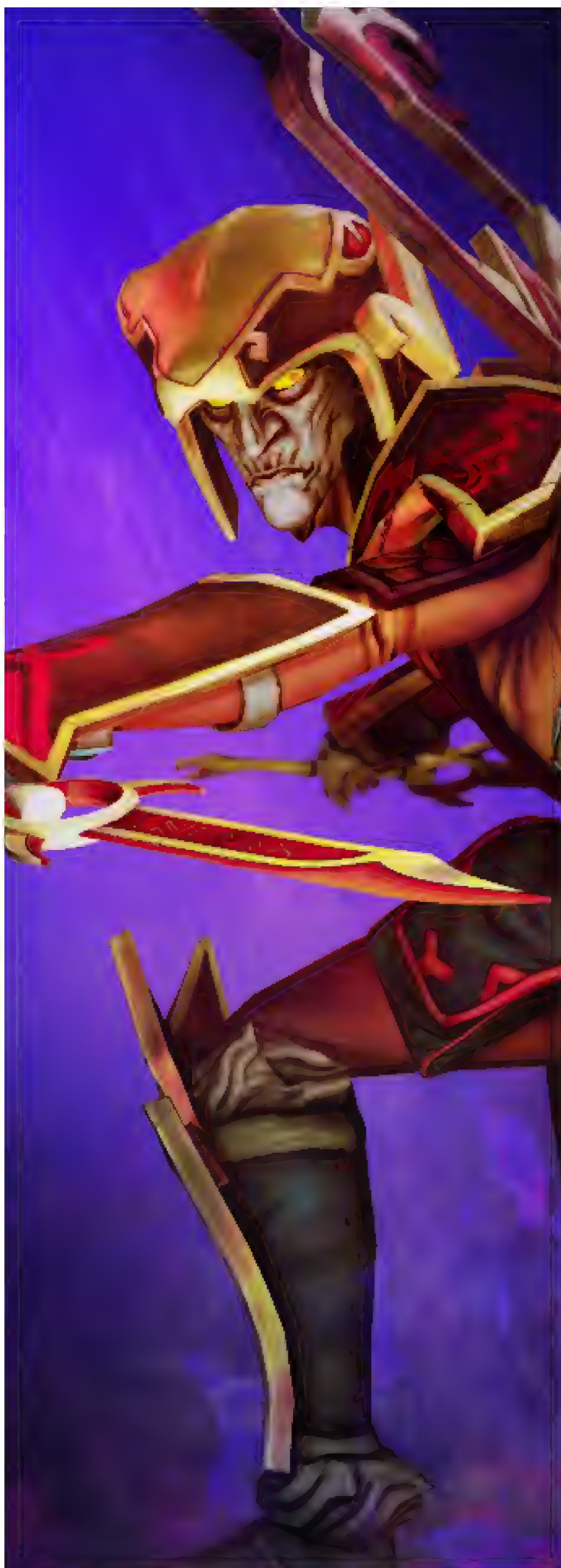
set of multi colored, sequined garments in a basin of steamy water. Ullr did not know how much time passed whilst he stood there, or about why he had been running, let alone the fact he had been running.

Aphrodite looked up towards him and smiled. He gave a casual smile back, a slight wink and began to walk up to her with the intention of delivering the perfect one-liner. The heat from his cheeks pulled him out of this fantasy, and instead, stumbled and fell flat on his face. Upon rising, he plastered a silly grin on his face and an unattractive whimper escaped from his lips. She chuckled, smiling, then turned on the spot, strutting back towards her marble house. Ullr stood there for a little while longer, thinking





Artwork by Ioan (John) Bazavan



nothing but her face and her arguably perfect assets. All his worries had just disappeared, and he had no care in the world. Though one thought did taint his dreamlike imaginings. The smile.

Shaking his head furiously, he remembered why he had been running. Fearing what might happen if she caught up with him, if she was chasing him at all. Also, that shadowy figure he kept seeing, could it have been her? He sensed a familiarity from that silhouette; a familiarity that confused him. At this moment, the hairs on Ullr's neck raised. He was being watched.

"I have had enough of people watching me" he muttered to himself.

It was now that he noticed the slightest of tugs to his belt. One that he barely felt, though as the hunter he is, he has been trained to sense these small disturbances.

Footsteps.

Ullr, quick as lightning, pulled at his axe and threw it down the nearest empty alleyway. There was a yelp. Then a thud.

Ullr strode up towards the body of Loki, axe straight between his shoulderblades, and yanked the hard steel out. He laughed. "Come out, come out, wherever you are." There was a satanic laugh, as Loki emerged from the shadows of the next alleyway. "It seems as if you haven't lost all of your hunting prowess, Ullr."

"No, and it seems you haven't grown out of your thieving yet. Speaking of which, hand over my money"

"Why, I was only borrowing it" he sniggered. "It is on my body that you most gracefully cut down"

Ullr turned towards the body on the ground and leant down towards it.

A flash of light erupted from the corpse, blinding Ullr temporarily. All he could hear was a jingling slowly fading away from him.

A fire kindled in Ullr's stomach as he seethed with rage. That jester knew exactly how to rile him. This anger didn't last long, as he heard a small pinging sound, almost as if a large pin had dropped. Looking around, he saw a glimpse of what seemed to be a sapphire sphere, yet it disappeared almost instantly. Sidestepping over to where it once was, keeping silent, he wondered what it could have been. He knelt near where he saw it go, and spread his hands around, as he searched for this seemingly hidden artifact. After searching to no avail he rose, only to find his neck hairs had risen again.

"Loki, not this again. You have already taken all of my money, what else could you want?"

He looked down, shocked to find there was a red circle around his chest, and a pair of arrows pointing towards him. He thrust himself away from where he stood, yet the circle and arrows still followed him.

There was a laugh.

And a smile.

And a single syringe flying through the air towards him.

Ms. Diagnosis emerged from the shadows and stood in front of the gasping Ullr, looking perplexed at the syringe protruding from his chest. "Please don't run away from me. You will only hurt yourself, and that is my job."

Ullr's vision darkened, as he slowly fell into unconsciousness.

By William O'Hara



SMITE 101: MATH

By Charlie Seddon

Welcome back everyone and thank you for choosing SMITE 101 services for all your learning needs!

By this time you'll be fully accustomed to the Conquest map and the way the game works, but standing still taking arrows to the face isn't going to help you much. This week we will be focusing on what makes a god immortal! Before we learn how to fight we're going to need to cover a little bit about abilities and how stats work and affect the fight. I know, why should you care about math when I send a giant dragon screeching down on this spiders head? Well I'm afraid if she's wearing a cloak you might not be able to hurt her very much. I doesn't matter if you are the best player in the world, if you don't know how to select your item build you won't be able to compete with others.

To cover some very basic points which you should pick up in the tutorial, everyone starts at level 1 and will be given 1500 gold at the beginning of the game. A total of 15 gold every 5 seconds is given out to players once the match starts, which can be increased by a couple of items. In order to gain experience you must kill (or assist) minions, camps, towers or enemy gods. When you level up you will gain additional stats and also be able to put a point into new abilities, or upgrade existing ones. You must return to the well in your base in order to purchase items with your gold, and once you have bought an item and left the well it can be sold back but for only two thirds of the price, so double check you are leaving with what you want. Also when buying actives (actives are two purchasable abilities you can buy in game) these can only be sold back when you



first buy them and haven't left the well; if you leave after purchasing an active you cannot sell it back.

Remember when we discussed the god classes and their roles of the game? Well we're going to have another look back now, but this is going to be a breakdown of the positions rather than the gods used to play those roles. So instead of talking about Mages and Hunters, we will be explaining how to fight by mid or adc. While not everyone will play these roles with the normal set of gods, this will give you a solid idea about how it works. Let's begin:

ADC

This role of the Hunter, this stands for 'Attack Damage Carry' and is played in the duo lane. They start off with pretty average damage, but throughout the game

they can get incredibly stronger through the use of critical damage and enormous burst. They start the game playing safe and farming as much as possible in order to build up incredible damage later on in the game. ADCs are also the best at taking down towers, though they do not build up defense so they will need minions or a tank to take the hits for them.

Mid

In the middle lane, almost always you will have a Mage vs Mage situation. The middle lane has access to the most amount of gold, as alongside their minion waves they can kill the gold camps and occasionally some other jungle camps. This is important as the Mage in the middle lane is designed to have the highest overall damage output, so when the teams start grouping up for teamfights they can knock

weaker targets out of action with just their AoE (area of effect) abilities. While there is kill potential from the start, mid laners will usually just farm and wait for the jungler to help them get kills.

Solo

This lane has the most open approach in terms of god selection, this lane is typically isolated from the rest of the game for a long time; the lane being short so retreating made a lot easier and kill potential is down. The key to this lane is sustain, having the ability to stay in the lane by healing yourself and keeping your mana levels high. To help with this the solo laner can take the blue (mana) buff, will have naturally low mana costs and will usually have some healing ability.

Jungle

Many gods can fill this role too, much like the solo lane, typically you will see Assassins here but many Warriors, Mages or even Guardians make good junglers. While there is plenty of gold to be made from the jungle camps, there may not be enough to keep up with other players, so the basic idea of the jungler is to move from lane to lane and either try and secure kills or to help that lane push. The jungler has a lot of early difficulty, because if they fall behind it can be very difficult to catch back up. In the beginning, jungle camps are rather difficult to take down alone so the jungler will need some help getting started too. The jungler also has to balance their time well, as they will have to move about to the jungle camps and time when they will appear. Unlike in the lanes, when you have an easy time waiting for the minion wave to attack, the jungle camps can be taken down by the enemy and this won't show on the minimap until you discover for yourself, meaning even in your half of the map you have to show caution. However if a jungler plays well they can find themselves

in a completely dominant position and make the enemy too scared to venture into their own jungle.

Support

The unsung heroes of the SMITE world, Supports again have to rely on teamwork in order to achieve anything. They also have large amounts of responsibility on their shoulders, though this is even harder than the junglers role, as they sometimes can't help but fall behind. Typically the Support will build more for defense than attack, though some support through dealing damage and setting up kills that way, others using healing to

"EVERY TEAM YOU
PLAY ON WILL BE
DIFFERENT, WITH
DIFFERENT GODS AND
DIFFERENT PLAYERS"

aid their teammates. Like their ADC counterparts, who they will start in the duo lane with, they have a rather linear set of items and actives to build, but this will be covered later. Towards the late game Supports will be found on the front line and are the 'initiators', those who charge in first into teamfights and hope to give their teammates the advantage.

So this covers what the different roles are designed to do, and a successful team composition will incorporate all positions offering their own advantages, the ADC and Mages piling on huge damage, while the Support takes the hits and the jungler picks people off. Every team you play on will be different, with different gods and different players utilising those gods differently, and you will always come up against a team that counters you perfectly. You cannot rely on your teams god selection alone.

The Guardians

in pixel art



Ares



Athena



Bacchus



Geb



Kumbhakarna



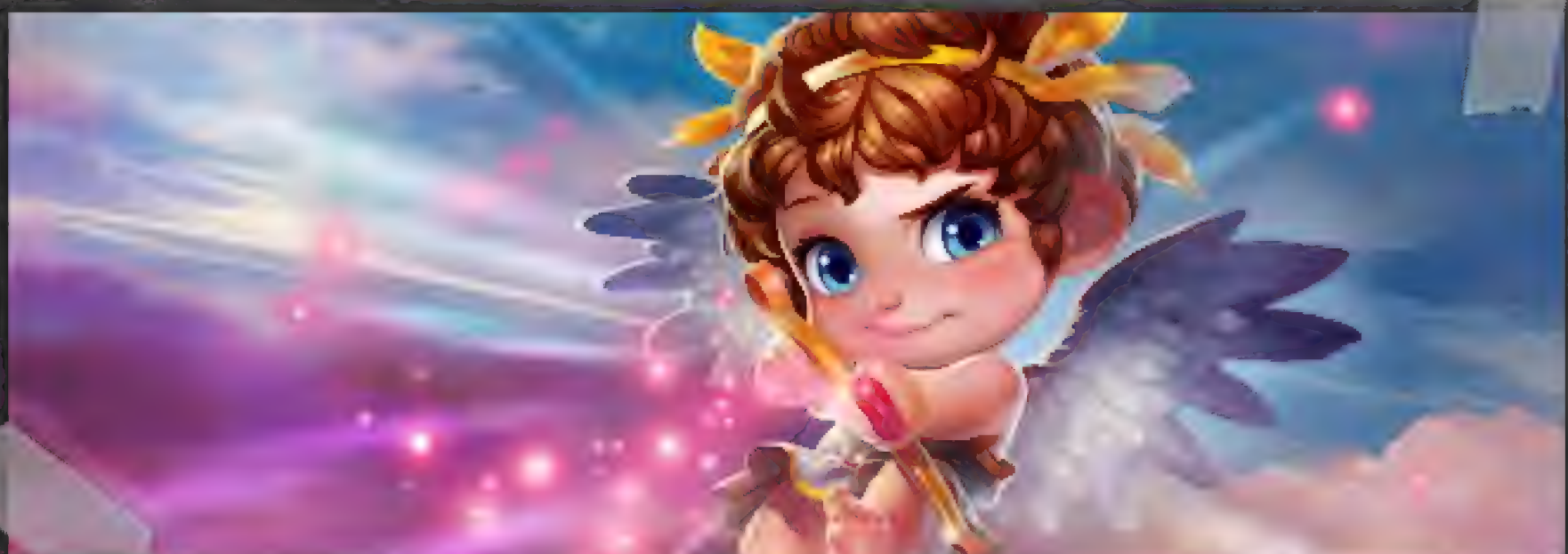
Hades



Ymir



Sobek



You can control the strength of your god through the items you purchase, so in order to give you a first look into what items you should be buying here's an explanation of each stat in detail:

Health/HP5

This amount of damage you can take before you die. This will recharge over time depending on your HP5 (health per 5 seconds) or if you receive healing. Returning to the well will fill your health quickly.

Mana/MP5

In order to cast abilities you must have mana. The mana cost of abilities tends to rise as you level them up, so you may find yourself having 'mana problems' where you run out of mana too quickly to be of use in a fight. Mages tend to have high mana pools, with higher recharge (Mana per 5 seconds), while Hunters and Assassins will have lower pools as they use basic attacks more. It is important to keep track of your mana, as being in enemy territory

with no mana is almost as dangerous as being there with no health. Most gods have an escape which is an ability that will clear ground quickly in order to get them away from fights. Try and make sure you always leave yourself with mana to use your escape so you do not get caught out of position.

Magical/Physical Power

The most important stat for most damage dealers, Magical and Physical power are converted into damage. Without having high Magical/Physical Power you may find yourself struggling to do enough damage to win fights. Simply put, if you can out-damage the other team you will win. While the Supports may not build up their damage, the rest of the team will, and most early abilities are levelled up in order to output as much damage as quickly as possible. Power affects both abilities and basic attacks.

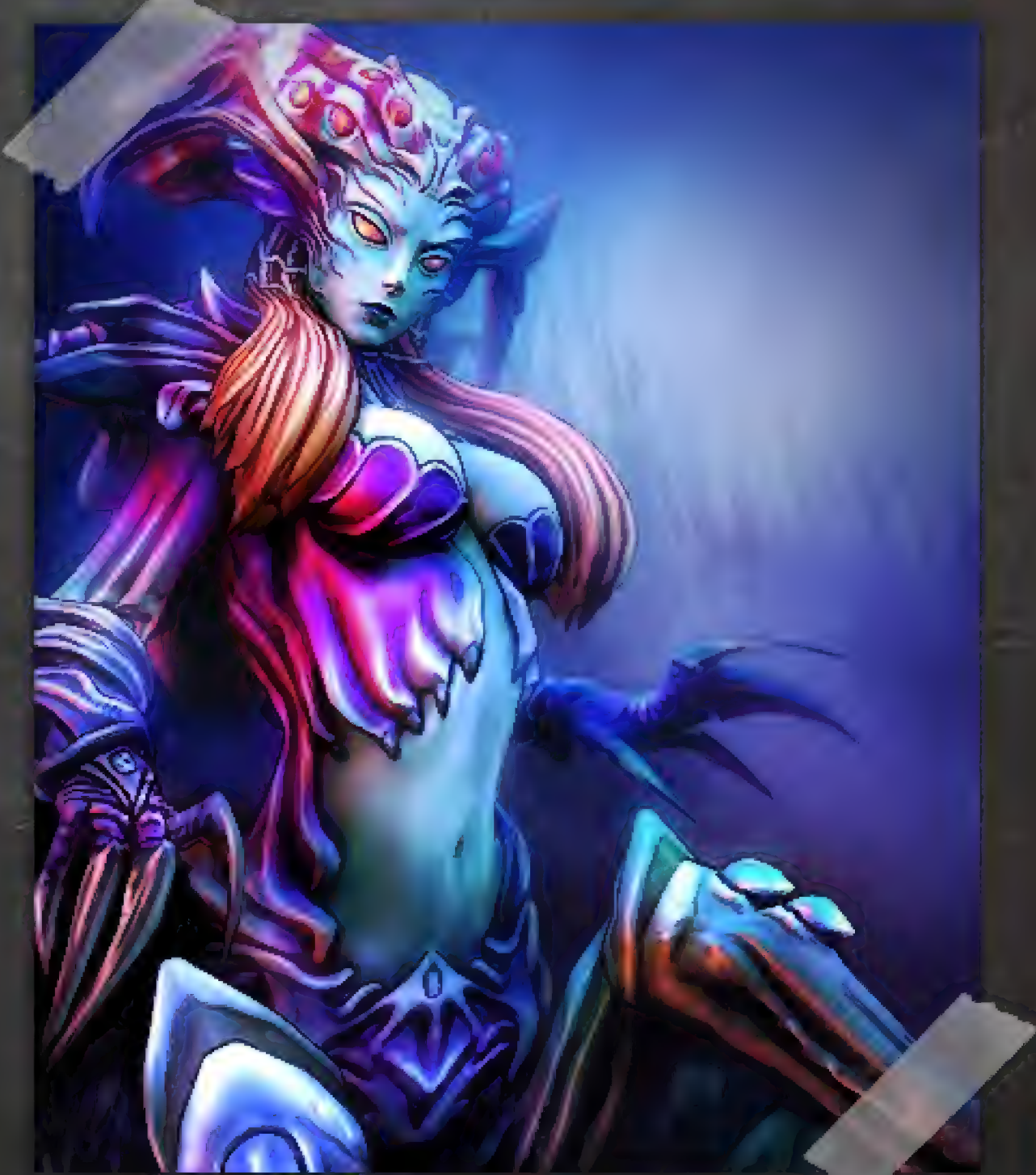
Abilities will show their base damage they do at each level, and in brackets they will have a (+x) which is how much extra damage you add on with your Magical or Physical Power. To see how much this will work out as check the god sheet in the SMITE menu for how the power scales to damage. If you have 100 Magical Power and an ability will add on 60% of magical power as damage, you will have (+60) damage when you use that ability. This is important to note when selecting items on different gods. Unlike some stats, which I will explain, Magical and Physical Power do not have diminishing returns, but building for only damage may not be the best option.

Attack Speed

Quite obvious, but still worth explaining, is attack speed. This determines how quickly you can use your basic attacks, and is therefore an important stat for gods that use basic attacks for damage, therefore Hunters and Assassins will be the most likely gods to build up attack speed. While attack speed is a valuable stat, it is not often in a one's mind when choosing what items to build, as many items have attack speed built in which will give a natural progression.

Lifesteal

In and out of favour, lifesteal grants back a percentage of the damage you deal as health, which you've likely experienced in other games. In SMITE, all basic attacks give full lifesteal bonuses, Magical abilities give 33% and physical abilities give 0. There



are abilities that perform lifesteal but this stat does not affect them, such as Kali's leap which claims 20% of an enemy god's missing health. Lifesteal can be incredibly useful in a 1v1 situation giving you the ability to out-sustain the opponent, and many characters may pick up 1 lifestealing item. However there are few gods where it is optimum to stack a lot of lifesteal on, as when it comes to teamfights you will not feel the effect of lifesteal as much as you would more damage or protections.

Cooldown Reduction

Cooldown is the time between being able to use your abilities, some have high cooldowns and some have low cooldowns. Your ultimate, your fourth and most powerful ability, tends to have very high cooldowns of up to 90 seconds. Cooldown reduction decreases the amount of time you have to wait for your abilities to use them again, with a maximum 40% cooldown reduction (i.e. for a 10 second cooldown with 40% cooldown reduction you will only have to wait 6 seconds). This can be crucial in fights or escapes

where you may be able to throw out more abilities or have access to a dash or jump to get away quickly.

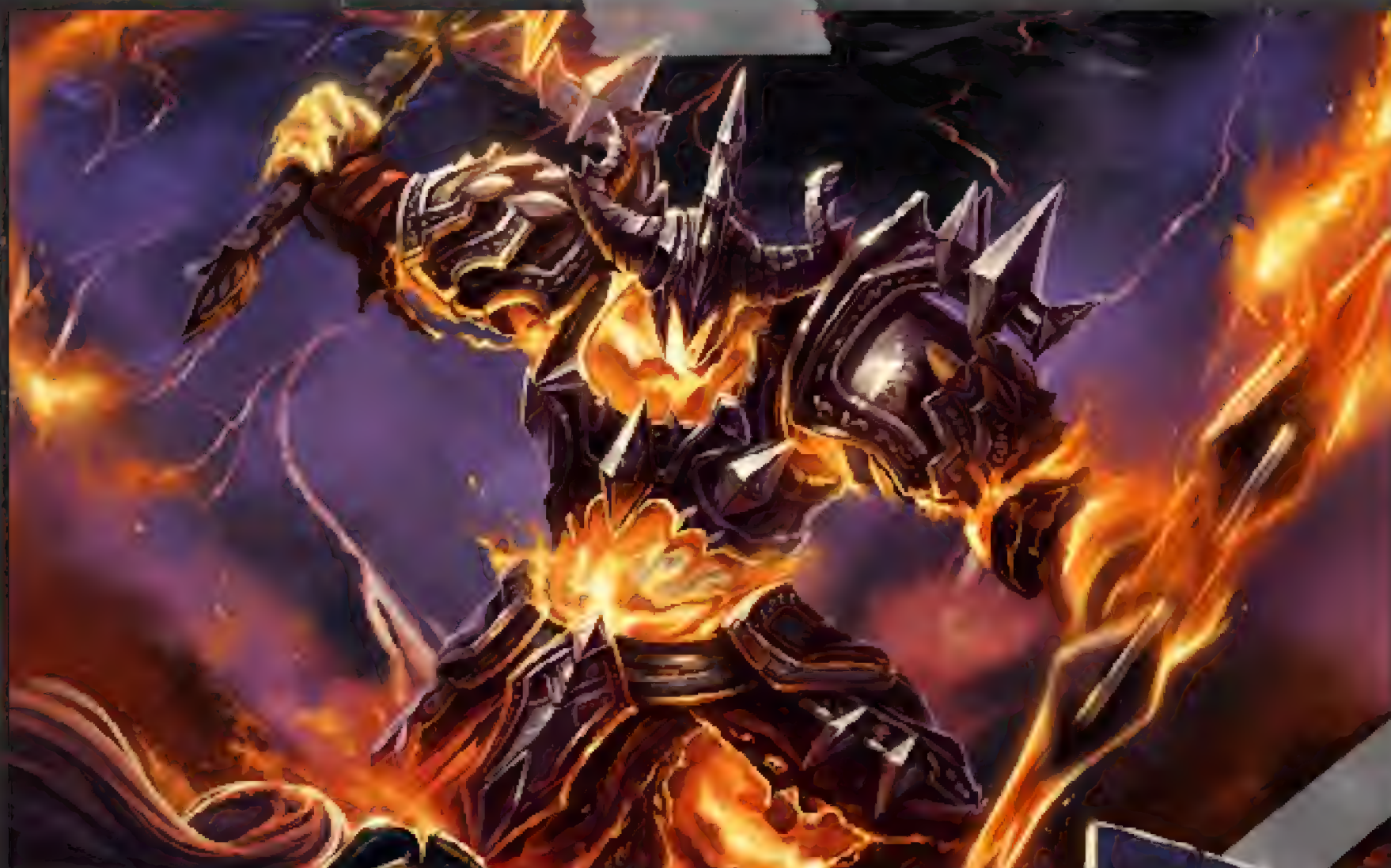
Critical Chance

Only applying to Physical characters, and almost exclusively to basic attacks, scoring a critical attack will multiply the damage done on an attack by x2, and if you have the item Deathbringer by x2.5. This allows Physical gods to increase their damage by huge amounts, especially when combined with high attack speeds, and it will also increase lifesteal from critical damage.

Now before I explain about penetrations, the last of the offensive stats, I will explain about protections, and pay attention because this part is often undervalued by new players.

Protections

Armor, your defense against all the nasty immortals trying to rid you from the Earth. This comes in two forms, Magical and Physical, and you should build





according to circumstance. While you may have your damage build set in stone, protections are something that can change game to game, depending on how the game is going and how much pressure you have on you. If the enemy has four Physical gods then Physical Protection will defend you from 80% of attacks coming your way; you see how useful that is? Protections will reduce damage through a percentage basis, 0 protections means they do true damage (which is used to describe raw attack damage with no protections, that some gods are able to do naturally) and will hit you for 100% of their capable damage, whereas full protections (capped at 325) will stop 72% of damage. The math behind the equation is not something to look at in too much detail, unless you're into that, but what is important is that diminishing returns applies to protections. Around 100 protections will give you 50% damage reduction, but just 1 item can punch through 33% of this so it may be important to get more. When fighting gods such as Freya, who build strong penetration items, around 200 protections will be required to keep the damage down, if you can sacrifice that much damage.

Penetration

In order to counter someone who has built protections you can build penetration. This comes in four different forms in SMITE, flat penetration, percentage penetration, then flat and percentage protection reduction.

To explain with an example, let's say we have an enemy with 100 protections. Assuming you have items that do all four of these things, the order they will happen goes:

Percentage Protection Reduction

Reduces enemy armour by 10% down to 90

Flat Protection Reduction: Reduces enemy armour by 15 down to 75.

Percentage Penetration: Ignore 11% of enemy armor so down to 66.75

Flat Penetration: Ignore another 15 protections for a total 51.75 Protections

So with penetration you have taken the enemies damage reduction down from 50% to 34% and your damage has now killed them, congratulations!

Now I'm afraid that's all we have time for this week, I'm sure you're on the edge of your seats with all this math talk, but you'll have to wait till next time when we'll be learning about abilities and how to actually fight!

And please do remember: Never underestimate wards; they'll save your life, twice.

By Charlie Seddon

BATTLEGROUND

"Smite's uniqueness alone is enough to set it apart from other MOBA games. Developer Hi-Rez has done a great job there. Each mode is well thought out, every God looks great, and the game is full of the Day mode. There's plenty of variety."

SMITE
FREE TO PLAY

ND OF THE GODS



ue camera angle
gh to set it apart
OBAs, and
-Rez didn't stop
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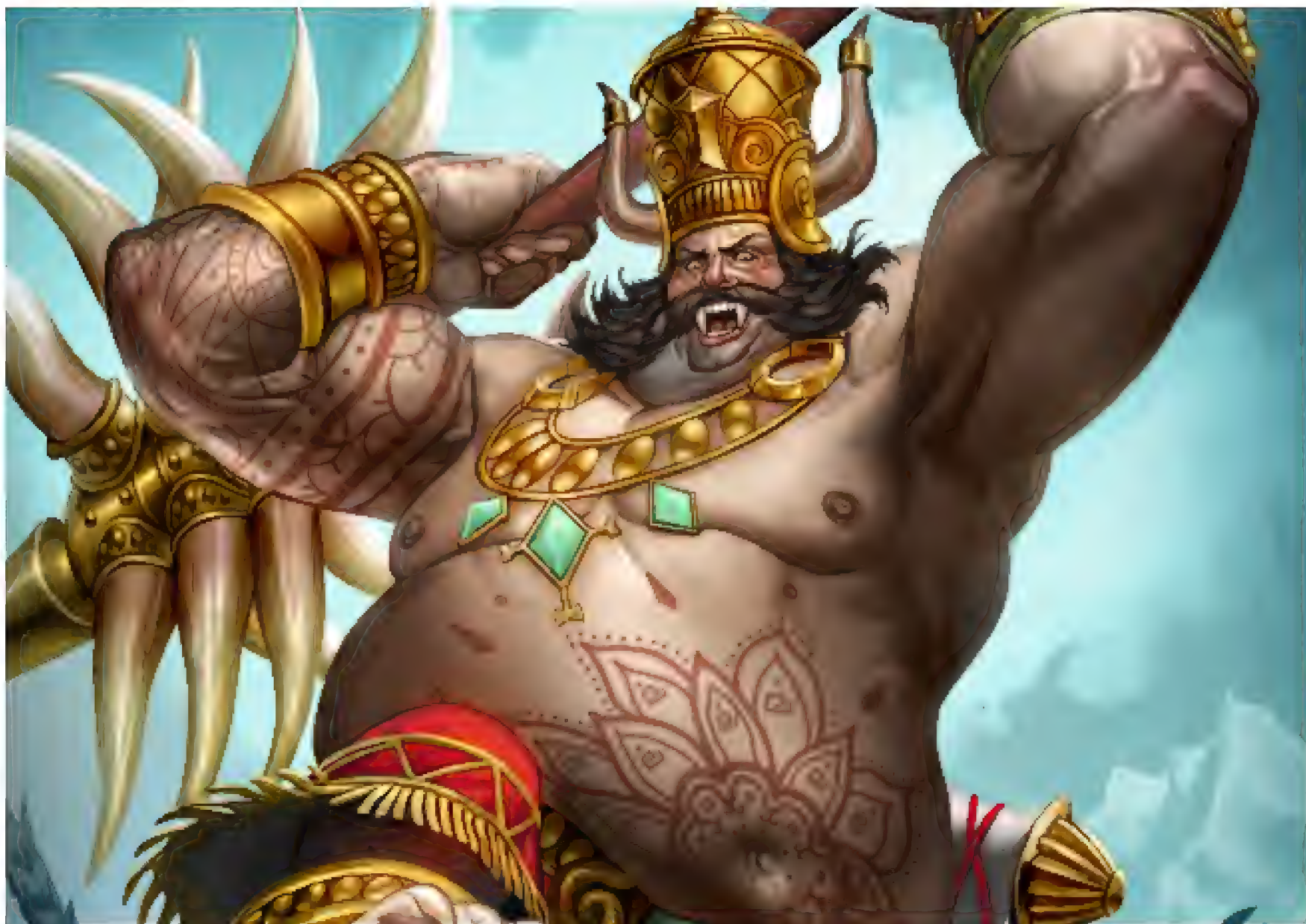
WHO IS KUMBHAKARNA?

By Julian Martinez

The first thing to note about Kumbhakarna is that in the Hindu faith he is known as a Rakshasa. A Rakshasa is defined as a unrighteous humanoid spirit in Hinduism. Khumba is not a god in the traditional sense, yet he is as powerful as a god. While Kumbhakarna had better ethical character than most Rakshasa and good morals, he has been

known to eat many Hindu monks just to show his power. His brother Ravana cursed Kumbha when he asked for the destruction of deva's (a divine spirit), instead of receiving this he asked to sleep. It should also be noted that after six months passed, Kumbhakarna was awakened to help Ravana in war. It is said the sleeping giant could only be awoken when one

thousand elephants trampled over him. Though Kumbhakarna tried to convince his brother to end the war, due to his love and loyalty to his brother, he fought anyway. Kumba became drunk before entering battle, devastating Rama's army, even injuring Hanuman, the hindu monkey god, before Rama took him prisoner and executed him.





Kumbhakarna's art depicts him as a giant man with off-colored skin, usually only wearing a loincloth. In some parts of India a person who snores loudly and is difficult to wake is called a kumbhakarno to "honor" the sleeping giant Kumbhakarna. As previously mentioned, that Kumbha is not a "god" in the traditional sense of the word. Though he was honorable and heroic at times, he would be the equivalent of a demon within Hindu religion. The Rakshasa are usually depicted

as ugly creatures committing vile acts. These acts can include drinking blood from human skulls and partaking in cannibalism. Now Kumbhakarna returns from death as a Guardian, protecting his allies in battle and making the enemy wish they could nap instead of going up against his wrath.

Kumbhakarna's skill set in SMITE really does match up with his lore. While some of his abilities are related to sleep, you still feel like a giant when playing him. His

passive "Sleepy", allows him to fall asleep once he reaches zero health, after six basic attacks with more hits added every five levels (max 10), he will perish. However, if the enemy does not hit him with enough basic attacks at the end of eight seconds Kumbha will awaken with 25 percent health and mana. Remember this ability has a 240 second cool down so don't use it as an excuse to do any reckless charging! He can also use his third ability, "Mighty Yawn" while awake or in his Sleepy passive. His yawn



Artwork by James Spectre



mesmerizes all enemies in range for 1.5/2/2.5/3/3.5s. If his enemy is awakened early they are slowed by 40 percent for 1/1.25/1.5/1.75/2s. This ability combined with his passive give Kumbha great utility in team fights.

Kumbha's offensive abilities are very strong crowd control abilities, that also have decent utility and damage. His first ability "Throw Back" has Kumbha dash forward, if he hits an enemy he will stop and deal 70/140/210/280/350 damage plus 50 percent of your Magical power. However, if he hits a minion, he throws the minion dealing 90/160/230/300/370 damage plus 60 percent of your Magical Power instead for each enemy they hit. This gives Kumbha great poke and wave clear ability. His second ability "Groggy Strike" has Kumbha smashing his weapon into the

ground, dealing 50/90/130/170/210 damage plus 50 percent of his Magical power while also rooting all enemies in the line. You will not be using this ability as a main source of damage however as the 1.5 second root is what you'll be using this skill for the most. His ultimate "Epic Uppercut" has Kumbha moving forward and launching the first enemy he hits high into the sky for 2.2 seconds. When the enemy lands it deals 300/400/500/600/700 damage plus 50 percent of your Magical power in area damage, also knocking up any nearby enemies in the impact site.

While Kumbhakarna has great CC he also has the capability to single out

targets for his team and may have an easier time than most keeping individuals out of a fight. With Epic Uppercut you can single out a damage dealer or the enemy tank; using those two seconds to fight the rest of the enemy team. To prevent escapes you can also combo Groggy

Strike or Mighty Yawn once the enemy you knocked up lands. During the early game, if Kumbha aims Throw Back correctly, he can help clear or wipe entire minion waves making him ideal to support your ADC in the early game. Some damage items are viable on Kumbha and he is more than capable of being offensive and tanky or "off-tank" if you so choose. Some would argue that his passive, as well as his natural tankiness, can be countered by high attack speed and movement

speed gods. As long as you have a team backing you up when you engage, even if you go into your Sleepy passive, you will usually come out alive.

Kumbhakarna just wanted to take a nap but with the gods causing such a ruckus that the sleeping giant charges into battle. Kumbha works best when you know your partners and you can trust them to go in with you while you engage. It could work to your advantage to ask for ADC picks that can compliment Kumbha well. Enjoy the sleeping giant SMITE Community and happy napping.



By Julian Martinez

THE LITTLE GUYS

By Julian Martinez

With every battlefield torn apart by the gods of SMITE, did you know something is always forgotten? With every tower that falls did you know it's not the gods alone who push the way to victory? What is it we are forgetting? From the CreatureHub we are reminded with The Little Guys, a mini-series that reminds us for every mighty storm and Apollo chariot, there is a group of soldiers that push in a straight line and attacks the first things they see. The Cinematic Designer Jordan, who is mostly known as

Kootra by his fans was able to talk to us about his thoughts on the series so far. Without going into spoilers we are able to see into the world of the minions. Watching the Little Guys you can tell that a lot of love was put into this series, according to Jordan he wasn't too big a fan of the MOBA genre before. However, once he was introduced to SMITE, a game where you play as mythical figures such as Norse gods, which Jordan is a big fan of, he was hooked to the fast pace of SMITE. The

community also attracted Jordan to SMITE. When he was trying to brainstorm an idea for a SMITE Machinima, he wanted to use something that was overlooked and trampled upon constantly. With the minions having no real voice or identity it allowed him to explore the world and expand upon the entire SMITE universe through the minion's eyes. When Jordan was asked about the future of the series he stated that The Little Guys was planned as a three episode series for now;

however he has not only received great community feedback about the series but Hi-Rez Studios has given the series plenty of accolades. As quoted by Jordan, "They really loved it (At least that's what they told me), Bart is a crafty individual who could trick me into believing anything he says just by fluttering his eyes in my direction! They did enjoy what they saw and have been looking forward to what the next episode will bring". Thankfully there is a chance with this series in the future, the Mayan minions could be a good stepping stone for a new

arch into the series. We also have the Asgard and mummy minions that haven't even been used yet. While the gods already have their own voice, which is why they didn't use their own dialogue for the gods shown in The Little Guys. The minions now have their own little world thanks to Dan, who is the writer of the scripts for the series. As well as James, Aleks, Dan, Sly, and Seamus, according to Jordan. The Little Guys is a great series for the SMITE community to enjoy. With the CreatureHub at the helm we can now enjoy the adventures of the minions that we hardly

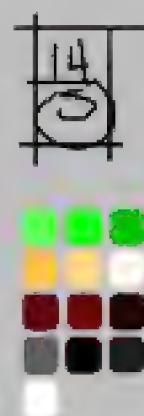
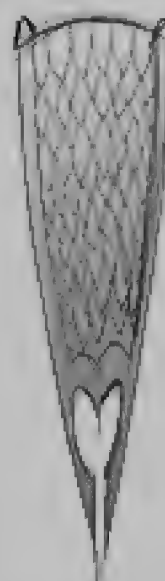
ever think about. Jordan hopes the community has and will enjoy the work in the months to come and maybe we will see more than one arch with this series. We just have to remember our victory does not just come from our own skills or our teamwork. For every well placed ultimate and great jungle gank, do you know who else we have to thank? Remember to always thank those nameless minions, The Little Guys.

By Julian Martinez





RUND DOWN CENTER OF CLOAK



Folia / Crokinga Mists (1)

KEEPS ORIGINAL VISUAL, BUT COLOR BECOMES
MORE LIKE A POISONOUS CLOUD
MIMICS COLOR PALETTE OF EMERALDS

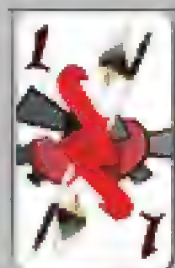


CLAY SOLDIERS / CARD KNIGHTS (2)

"SNAKE FANG" SLITS IN HELMETS
GLOW GREEN WITH MIMIC

CARD MINIONS NUMBERED 1-5

1 2 3 4 5



FRONT



BACK





Artwork by James Spectre



ELEMENTAL CRYSTALS / MADNESS (PASSIVE)

NU WA'S FLOATING WINGS
BECOME ATTACHED

IRON HEADDRESS
BECOMES HORNS

MAGIC HURLED BY HAND
HANDS & FEET GROW IN
SIZE AND BECOME CLAWS

Mad Monarch - Nu Wa

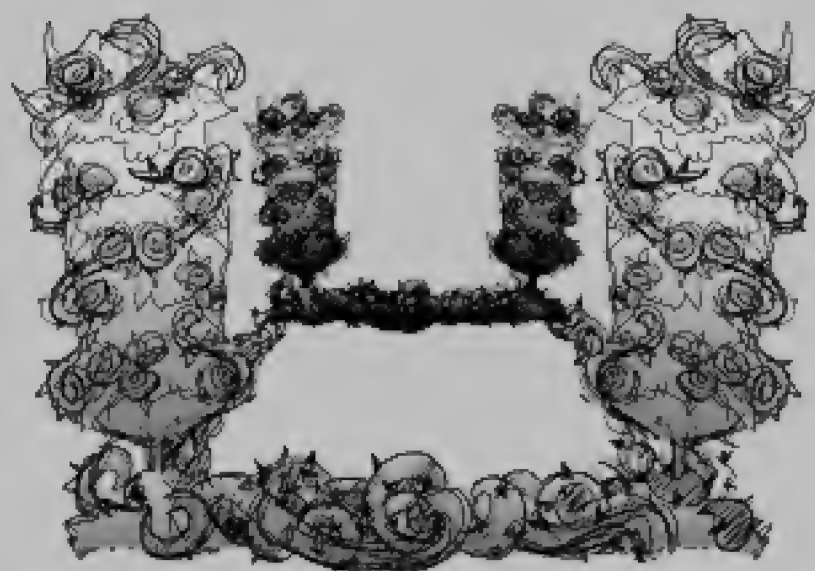
FLAME STRIKE / SERPENT'S KISS (3)

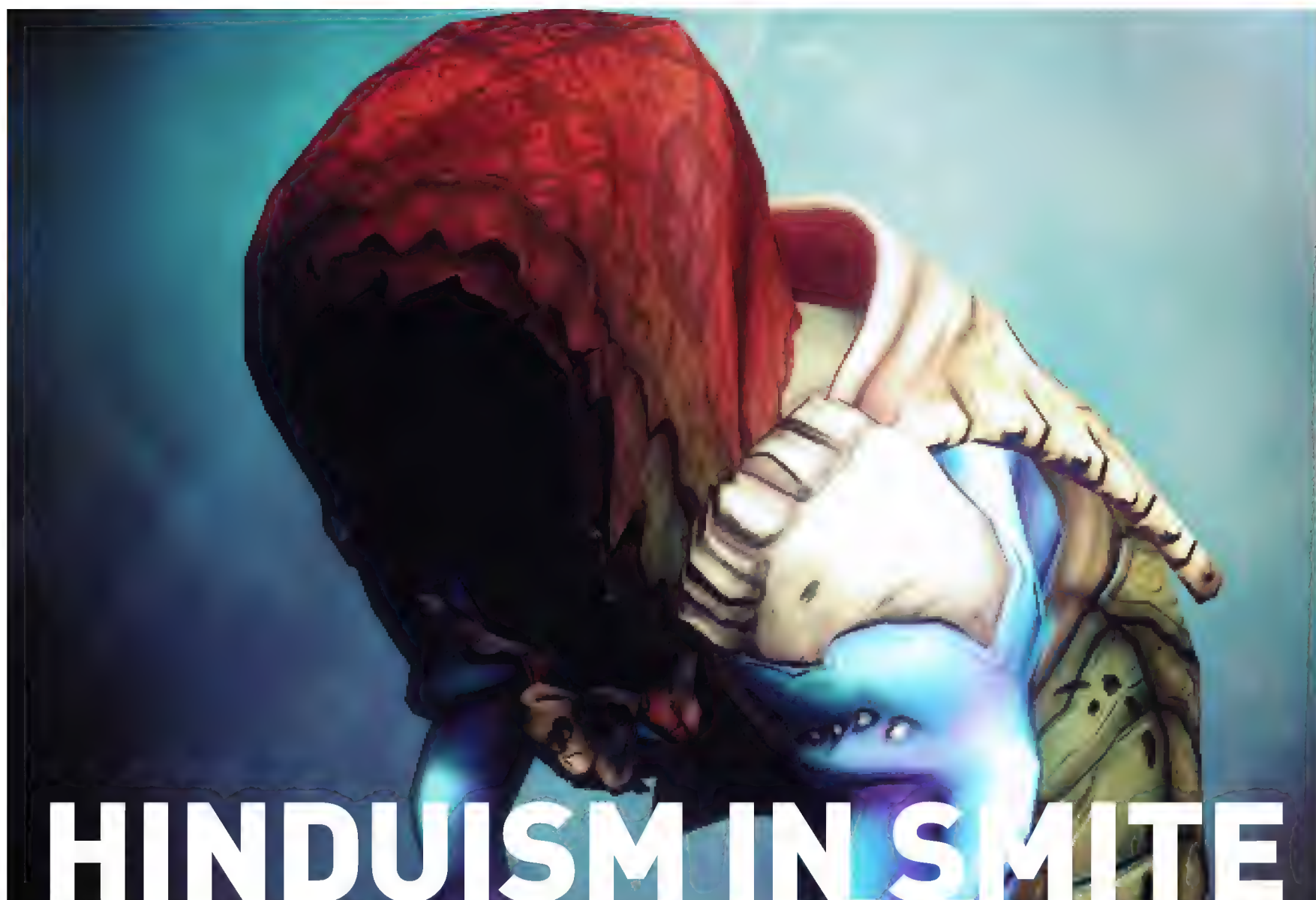
DIAMOND IS NOW A HEART SHAPED PRISM
WHEN GEM EXPLODES, SMOKE CLOUD FORMS
TWO SERPENTS IN THE SHAPE OF A HEART



PILLARS OF HEAVEN / HEDGE MAZE (4)

ROSE BUSHES - THORNS DEAL DAMAGE & SLOW





By Lucas Fulton

SMITE, as you know, is based on the mythologies and lores of several ancient religions – Greek and Roman, Chinese, Norse, Mayan, and (most controversially) Hinduism. While the other religions are relatively small, Hinduism has over a billion adherents throughout the world, making it the world's third largest religion and many times larger than other religions.

Hinduism is also one of the oldest religions, spanning millennia in its lifetime. Being so old, it also has many rich stories, gods, and goddesses for SMITE to pull material from, just like the Greek and Chinese mythos. But is it right to pull material from a religion that is thriving and lives today? Isn't it offensive to take someone's gods – beings they regard as literally above all else – and put them into a video game for players to control?

On one hand, Hinduism is a living faith, and it somehow seems a little wrong to take a god/goddess that's actively revered and turn them into a character, even if it they're not portrayed offensively. It seems sacrilegious and irreverent – to use a popular example, think of Jesus Christ as a support-healer. It seems instinctively blasphemous and controversial, even if you're not personally part of the faith.

On the other, it's hard to define what's offensive. There's nothing intrinsically shameful about a character being in a video game or being controlled by a player – that's just how video games work, not a statement about a character's status. It's also even a sort of tribute to the deity, a moving, talking, fighting piece of art dedicated to them. There are hundreds of thousands of pieces of art that depict gods – how is it any different in games?

But it's hard to create and apply principles on such a vague concept of what's offensive and what's reverent – let's look at a case study, the controversy that was Kali. On her release, the president of the Universal Society of Hindus formally asked Hi-Rez Studios to permanently remove the original Kali and all other Hindu gods from SMITE, though criticism was directed specifically at Kali – she was criticized as being “pornified” (the Indian ideal body type is generally thicker than the American one) and not truly representing her part in the Hindu faith. Hi-Rez did respond to this by removing the picture of Kali on their homepage, but they adamantly refused to remove Hindu deities from the game.



Years later, they did respond with a Kali update before the official release of the game. Her kit was redone, and her model was also redone – her body type was changed from the default American standard of beauty to one with thicker hips and shoulders, her weaponry was updated to exactly match that of the mythology, and her outfit was changed from what was essentially a two-piece bathing suit to a revealing but intimidating armor. The change was, in essence, that of one from a blood-drinking monster (which is only one dimension of Kali) to a full-fledged warrior woman.

It was a change for the better, to be honest.

Her new model more accurately reflects her persona as the Destroyer of Evil, rather than just a frenzy-based, raging assassin. It's not a huge difference, like Sun Wukong's transformation from goofy assassin to ferocious warrior, but it more accurately shows her as a fleshed-out deity, rather than just a frenzied caricature of a god whose lore has far more than one story in it.

The new Kali is a brilliant example of how to treat the Hindu pantheon sensitively and realistically. It may be safer to stick to minor deities, but if the decision is made to include a major god in SMITE, it's best to do it respectfully and realistically, keeping in mind during every step of production that the model you're making is not some obscure, antiquated ideal, but a living and breathing deity still prayed to today (not that Hi-Rez is inattentive in making their models - far from it). Make it something that a Hindu would look at and not just recognize as their deity, but appreciate as a tribute to their faith, a piece of art on par with any other.

By Lucas Fulton



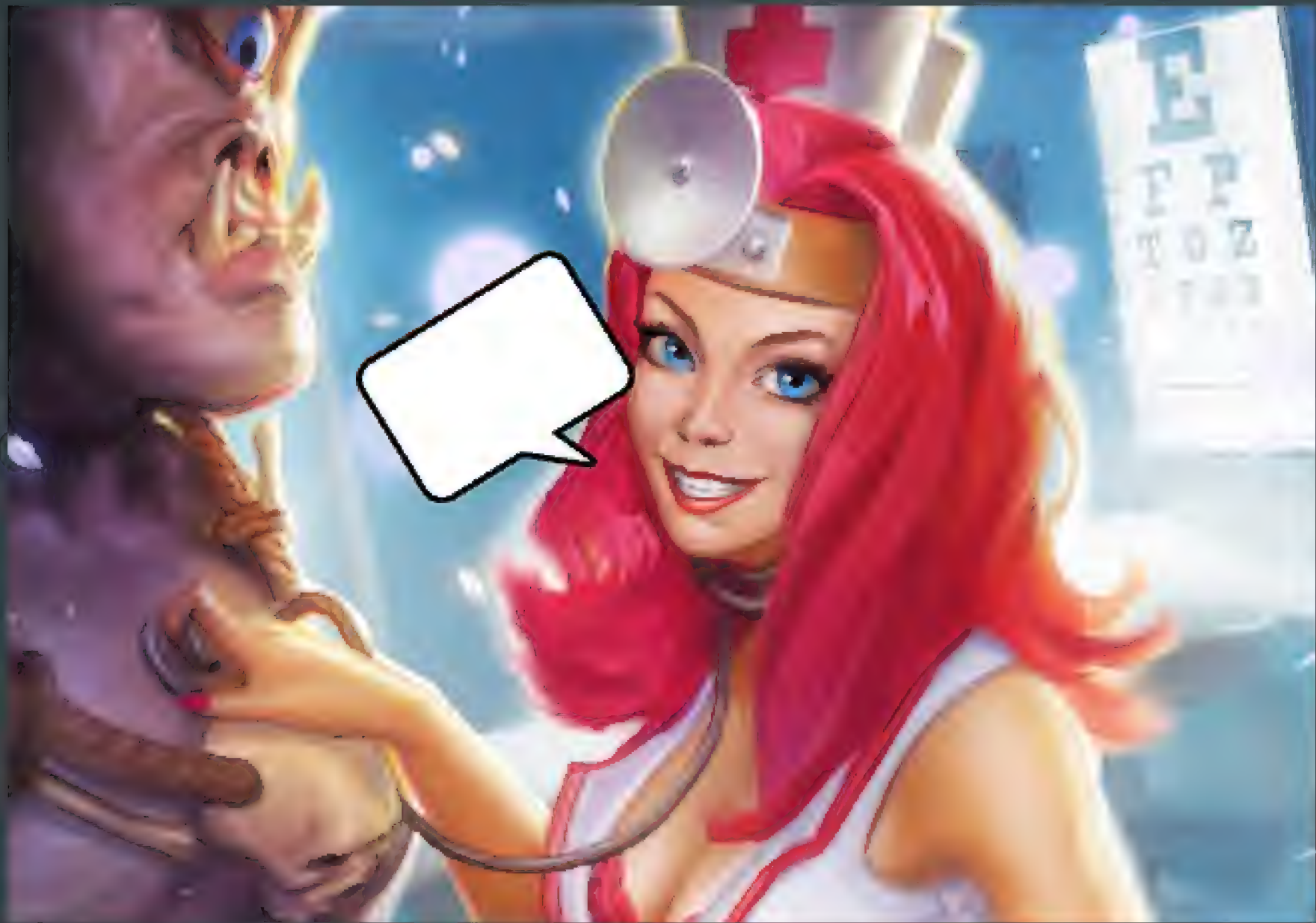
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INTER- VIEW WITH SCOTT ZIER

By Kris West

We got the opportunity to speak with Scott Zier, a God Designer at Hi-Rez Studios for SMITE.

Is SMITE the first game you've worked on?

No, I've worked on a number of games, and released three titles with Hi-Rez Studios.

What's a typical day in your job consist of?

A typical day starts with scheduling, balance, and design meetings. The morning is where we get our ducks in a row, and plan features for upcoming patches and content releases. On any given day we usually have 2-3 new gods in progress, at various stages of development. If one of those is a god that I'm driving the design on, I'll spend much of the afternoon working on its configuration, documenting issues, and overall ensuring we are on track to meet the design needs and launch date. By late afternoon I'm typically working on design for other features, or going over reports and statistics from the Live environment. Around 5-6 each day we play-test upcoming features. This is a studio wide test, which anyone can join in on. It's a chance to make sure content is progressing well, bugs are identified and dealt with, and to

get a feel for the general fun factor of new features. In the evenings I log in and play Smite Live, usually into the early morning.

When designing a god, what do you have to take into account? (Lore, for instance)

God design always starts with the Lore. While we certainly take some liberties for fun and enjoyment, it's important to us each character correctly represents an aspect

of its mythology. We also have to establish where we want the god to fall into the game design. Is it going to be a Warrior? A Hunter? What makes the most sense from the lore and iconic imagery that is available? What makes this god different from the other 50+ in the game?

It's important we create a strong personality for the god, as well, and take that into account as we move forward. The personality



drives the voice, animations, and the artistic approach we take. For example, we decided to focus Apollo on his Music, and based on his lore and some early concepts, we built up a very arrogant rock-star persona for him. This is an important item that helps to drive his popularity with the player-base.

Each of these items helps to generate ideas, and also keeps us on target as we move into ability design.

What tools do you use to take your design from inception to delivery?

Hi-Rez has a proprietary

configuration tool used for design implementation.

During the planning stages, we use a lot of text documents, in-house guides, spreadsheets, and e-mails. For Live statistics tracking we use a combination of Excel and Tableau.

There has been a few accusations of “pornification” of some of the gods - how do you feel about this?

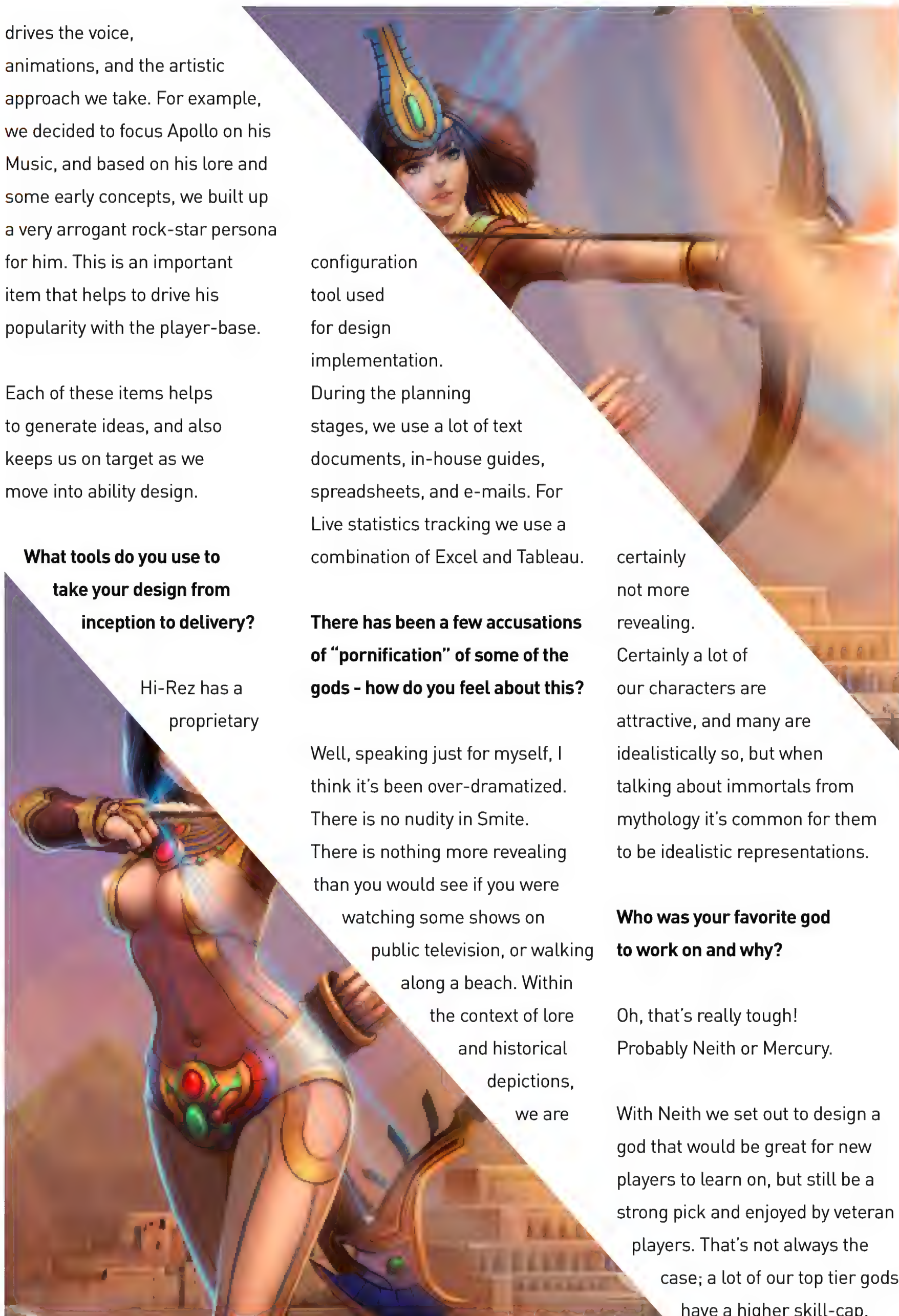
Well, speaking just for myself, I think it’s been over-dramatized. There is no nudity in Smite. There is nothing more revealing than you would see if you were watching some shows on public television, or walking along a beach. Within the context of lore and historical depictions, we are

certainly not more revealing. Certainly a lot of our characters are attractive, and many are idealistically so, but when talking about immortals from mythology it’s common for them to be idealistic representations.

Who was your favorite god to work on and why?

Oh, that’s really tough! Probably Neith or Mercury.

With Neith we set out to design a god that would be great for new players to learn on, but still be a strong pick and enjoyed by veteran players. That’s not always the case; a lot of our top tier gods have a higher skill-cap,



and new players don't do quite as well with them. With Neith we hit the mark pretty well. She's been one of the most popular picks in the overall game for some time, and makes a fair number of tournament appearances.

We actually moved her to one of the always-free gods in beta because of that. Also I just love the personality; I think at the time we had a lot of serious or more mature gods, so it was nice to add in another character that was very lighthearted.

Mercury was just a lot of fun throughout the creative process. We had some pretty wild ideas that were fun to test out. At one point his ultimate auto-ran through the entire map, instantly pathing through the jungle in the blink of

an eye. It was hilarious... though it ended up not being the best choice for him at the end of the day.

Is there one or two key points that you're really proud of in the game?

I'm really just proud of the game as a whole. Everyone has put so much love and passion into it, not just here in the studio, but also our fans and beta players, our e-sports teams and streamers... seeing it come together, and seeing it be successful is a wonderful thing.

Who's your favorite god in the game and why?

I love them all! I really do. In the interest of answering your question though, I'll pick Apollo. Every time Apollo goes up into

the air in a tournament game, you can't help but get excited. He always puts on a show.

What skin would you like to add to Apollo and why?

Secret Agent. It fits his kit wonderfully, with dual wielding pistols, and the British accent.

Is there anything you can tell us about the God you're working on now?

I've got Janus coming up next. He's going to be doing quite a bit with doorways and transitions!

We'd like to thank Scott for answering our questions and hope we see some great work from him in the future!



HOW TO BREAK A GOD

By Ashley Eaton-Jephcote

Hello readers! In this edition I'll be theorycrafting, for the humor factor only, on how we could break a god. We've all done it, but I'm throwing it out there for those who haven't thought of doing this, or individual "breaks" on gods!

WARNING: SARCASM LEVELS DO FLUCTUATE AND THE MEANING OF BALANCE AND BROKEN MAY BE SWAPPED BACK AND FORTH AT ANY POINT. THIS IS NOT A SERIOUS ARTICLE AND SHOULD NOT BE READ IN SUCH TONE, BUT THAT OF A HUMOROUS TONE!

So what few examples can we think of when breaking a god per class?

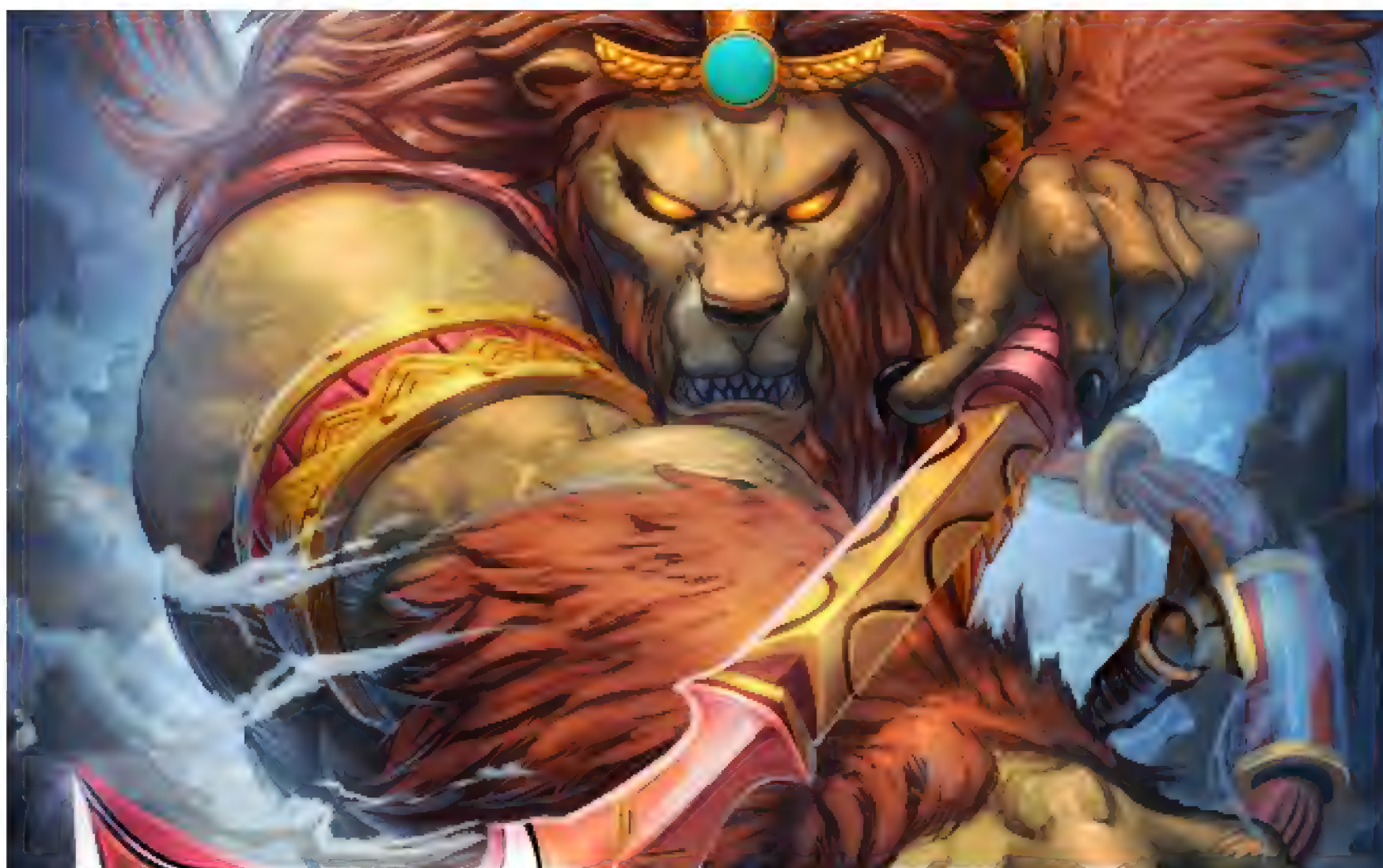
Let's peak at Assassins first. Now look at Loki, not really used in the higher levels anymore or even casually. When it comes to Conquest, Loki is now at the bottom of the pile. So to revamp that true Assassin, that Hi-Rez Studios intended him to be, why not just make it so every time Vanish is activated, his ultimate, Assassinate, comes off cooldown. I mean, it only makes sense, what's the point of being invisible if you can only walk around like everybody else?

To be a true Assassin you need to be anywhere at any time, which this combination will allow for Loki. He can travel a lot faster now having a teleport to use all the time and he'll be able to do everything he can do now but more often and better since his Vanish is a low cooldown. Can't really complain with that, sounds almost balanced. It's not like people would exploit it and use Assassinate, Vanish, then Assassinate again would they? Of course not, this would be a perfectly broken thing to do that the community would treat seriously and not abuse that mechanic at all.

But what if we try and go even more broken and look at Thanatos. Not to say he's bad at all but why not break things further when people already scream "broken"? What if we just take his Soul Reap ability and make it so that when an enemy is hit by it, they're killed off and unable to respawn afterwards because Thanatos has just literally reaped in their souls. I mean this is actually logical, because this way people can't feed Thanatos, it's only one death and he could only ever reach a

maximum score of 5/0, which isn't too spectacular. Could be worse though, what if anybody within line of sight of his Soul Reap ability was affected by it? Meaning you could be some decent stretch of the lane away or weaving through the jungle and poof, down you go for the rest of the game. Would also get rid of these 40 minute games, making things a lot easier. It's still in the hands of the community balance team whether to force a replay of the last 10 seconds of your life before Thanatos reaps it in on loop for the rest of the game or to just give you deserter status for not picking Thanatos yourself.

Well with a true Assassin Loki and a literal Soul Reaping Thanatos thought of, why not look at some Hunters. Arguably not too bad, Anhur is a great lion and all but his biggest skill has a laughable finish. So let's straighten up that and make Desert Fury just pump (x) amount of spears depending on 30% of his Physical Power. So imagine you just got Heartseeker and you're pumped up some other Physical Power items with whatever



Hunters buy and you're at 90 Physical Power, your Desert Fury would pump out 30 spears!

I mean late game it could take a while to pump out so many spears but you're crowd control immune and your Desert Fury isn't so lackluster at any point this way! Albeit you'd need above 24 physical power at any point in time to match the previous 8 spear throw out but that's easily extended with just about any normal item a Hunter buys.

"WHAT ABOUT XBALANQUE, DO WE WANT HIM AS A HUNTER OR A NINJA?"

What about Xbalanque, do we want him as a Hunter or a Ninja? He seems very much like the ninjas you see in movies, we all want some shurikens right? His ultimate isn't very secretive, in fact it can be described as anything but that. So why not take his ultimate, not make any enemy aware he's casting or already cast it (no casting animation or mini globe of doom around each enemy) and instead of a petty small stun which other gods gain with a normal skill, make it instantly kill them should they still be moving.

I mean the ultimate barely has anything going for him, you have to really work it to make some use out of Xbalanque's cloud of darkness and clearly instant death whilst being unaware it's going on is logical because this puts Xbalanque in more of a Ninja position which is what the community has asked for (even though it's skin related, this will work too

of course). So Penta kill at level 5, sounds good.

Warrior's time! Now even though they're the jack of all trades and beat just about every other class too, I've made some slight adjustments to make them more.. balanced breakages. First of all we have Odin! Odin's speed buff isn't much use really, you hit it, you secure a kill, maybe a few. A Gold Fury, Fire Giant, tower(s), it's whatever, there's no fun in that when you can do it all without Odin's Shout. So to make it more of a decent skill we remove this radius business and just make it global, Odin is way too sketchy to have to group up his allies which can be wiped when we can just make a buff a true buff, no grouping needed for Odin's Shout, global buff!

Not only should we make it global, but each auto attack done whilst Odin's Shout is active reduces the target's protections (both Physical and Magical) by 30%, maximum of two stacks. So with two auto attacks you can reduce the enemy's protections by 60% and you still have your normal reduction and penetration items and effects to go through. This will make Odin a real warrior as his battle cry will really make the next fight in his favour, as he's just not picked enough as it is.

Although, we should give Tyr a hand too. I mean he's hardly any good as it stands literally having one hand isn't the best situation to be in, so let's just give him some broken ideas too. It's all about that combo that is Fearless and Power Cleave, and to make sure he can do this more often why not just make it so that for each enemy (includes gods, minions camps, anything that can be hit) hit with a skill, all cooldowns are reduced by 1 second per enemy hit. So clearing a wave will reduce Tyr's cooldowns by 6 seconds, meaning he can use the same combo on the enemy laner. This is perfectly acceptable in terms of breaking as not only does Tyr have one

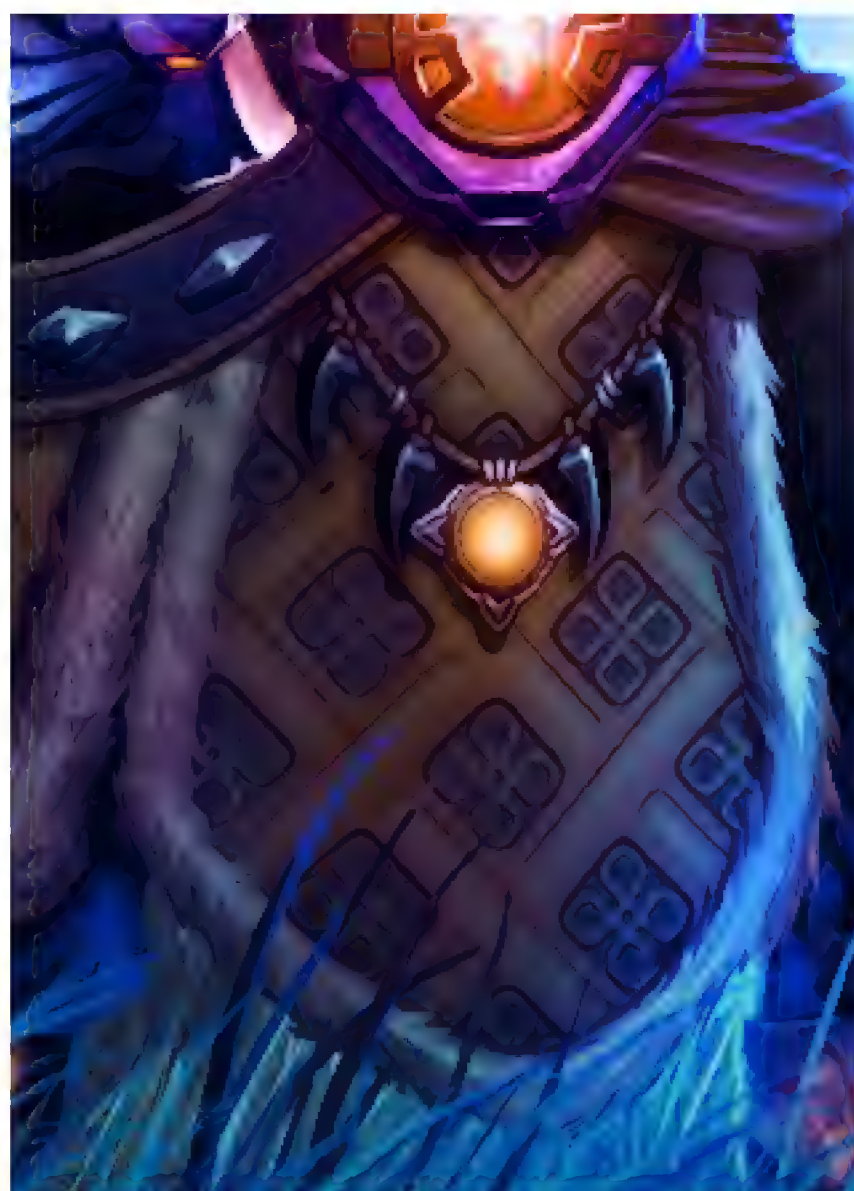
hand he also has a switch stance skill so he really could use those skills more often, this would let him team fight for about.. the entirety of a game.

Guardians though! You should fear a Guardian, as they are the protector of the team but we don't see much fear when it comes to Ares.

God of War, he's a one trick pony. Beads and Aegis say hi and Ares goes to cry in the corner. Let's just abolish the idea of his ultimate being countered, and the only way to not get pulled is to be dead or somehow out of range. That and for each enemy pulled his ultimate cooldown is reduced by 15% meaning that he can reach a 75% reduction on his cooldown (this is done after cooldown reduction items so with 40% cooldown reduction you would have a 54 second ultimate of which if you Penta pull your ultimate would then be ready in 13.5 seconds). Clearly a decent thing to do as Ares is along the bottom ridge of being a Guardian and is a borderline Magical bruiser or straight up mage.

Geb has also been a bit of a flop. He got released, biggest Guardian hype for a long time and then after a month he settled those rocks back into the ground and was skipped for picking ever since. So let's just boost that viability up, and make his ultimate global as it's too much hard work to do skillshots. Making his ultimate do 20/40/60/80/95 (95 because we have to be slightly balanced I suppose) % of the target's maximum health and doing an initial 1 second stun as well as an extra second for each enemy god alive at the time of casting.

So you see a four/five man rotation or objective clearing into lane/Gold Fury/Fire Giant? No problem, just do a 2-6 second stun and take most of their health and wait for a cleanup, best counter gank possible! Now that's a real Guardian, not only saving





your own behind but wiping the enemy's as well. Tell me you wouldn't want to see yourself one against five only for them to be wiped out because your buddy Geb is well aware and rolled in to save the day.

Mages, oh so many choices and great things to break about Mages. We'll go with one that's commonly thrown and yes, it's Zeus. Because our big daddy wasn't already broken, let's make his charges apply permanently (reset on death or not is still being discussed with our community balance team) and there is no cap to how many charges you can apply anymore and the damage multiplier still goes on.

So sure, throw 20 charges on that player and detonate for a 20x multiplier, that'll send a shock down their spine. I mean this would actually make

people play more carefully against Zeus, you see people recklessly going in thinking he's an easily kill with no escape, so this change would actually make people think twice before doing such things. This really is for the better since Zeus is basically useless if the charges run out or gets killed beforehand.

Have to say out of the 53 gods we now have and almost all of them being Mages, I had to pick Ra as the counterpart to Zeus. Ra is the mascot of just about anything SMITE related, despite him being Egyptian at heart, he's been greatly welcomed across the entire world and is now probably being worshipped again. Knowing this, I had to make adjustments to his laugh. It's basically a built in function to spam VEL on Ra and so it's for the best we remove his kit (although not his second ability, that can just cover all four skills) and

have VEL as his priority. Now what would VEL actually do on Ra? Well, the laugh becomes global so that no matter where you are on the map KAKAKA will be with you. Now the actual worrying part is that VEL will now apply a Damage over Time effect, doing 1% of a target's maximum health over 5 seconds and if at the end of that time the enemy is still alive, they die instantly. Obviously this is global so that not only will your ears be filled with the glorious KAKAKA, you will now respectfully die from it at any point of time in the game at the mercy of whoever instalocked Ra first.

Ra is now the #1 god in any way, how is this not the best move Hi-Rez could make? Oh right, his second ability I forgot to mention. The flash range

is now global too and is instant with no cooldown or cost, so those who control Ra can just press the according buttons for the first, second, third and fourth skill and make all alive enemy screens just flash whilst KAKAKA fills their ears constantly.

Well, as much as this was supposed to be breaking gods, it feels like some real balance suggestions came out and I hope the community as well as Hi-Rez take them seriously with perhaps a hint of sarcasm.

Seriously though, Ra has to be that way.

By Ashley Eaton-Jephcote





THE STRUGGLE: BALANCING SMITE

By Jorg van der Velden

Balance. A tricky concept to understand, yet it is one of the most common excuses in competitive games, SMITE included. 'GG, OP god', 'plz nerf!' and 'pubstomper' are all phrases that most, if not all of us, have encountered at one time or another. But what is balance really? Why is balance seemingly impossible to achieve? And most importantly, what can we, as a community, do to help create a balanced, fun game for all?

Balance Defined

Unlike what most people think, balance is not the equality between characters, powers or game elements. It is the availability and equality of choices. A game will get boring very quickly if there is only one way of playing it. It needs diversity to remain interesting and choices give a game this needed diversity.

Sadly it doesn't end there. SMITE has 53 gods to choose from, but not all of them are seen

regularly in all levels of play.

This is because of the perceived viability of the gods, of the choices you as a player can make. Some gods are simply better than others, resulting in them seeing more playtime than those who are weaker or niche picks.

This is also where the meta comes from. It is the most effective, most viable way of playing the game. We have all been there: the low level games. Everybody just picks a god and goes ham.



Artwork by Stephen Nickel

Stephen Nickel
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But as you gain more experience you discover that some gods and some ways of playing the game are simply more effective. That there is a meta is proof in and of itself that the game is imbalanced, as there are just some choices that are more viable than others.

The Numbers

At its core, every video game is nothing more than a mathematical equation. A very complex one, but an equation none the less. And herein also lies one of the difficulties of balancing the game.

SMITE has so many variables it is impossible to accurately balance them. This is not just from the sheer number of them, but also due to them being unequal by their very nature. I ask of you: how many points of damage equal 1 point of movement speed? Does

this include any jumps or dashes the god has in his or her kit? Is cc (crowd control) accounted for? The questions are nearly endless. Imagine trying to do this for every stat, every possible interaction and every element that is in the game. Just thinking about it gives me a headache.

I think game developers around the world, including Hi-Rez Studios, would jump for joy if the $x+y=z$ formula for a perfectly balanced game is found. Unfortunately, this is not the case. There is no clear cut way of balancing the numbers, so a lot of the balancing that is done on a mathematical level are the developers feeling things out based on experience, statistical research and feedback from the community.

Skill Level

Wait! It gets worse! Beyond the math, there is also a thing called skill level. Each player has a

different level of skill with the game, and there is a huge disparity between pro players and average players like you and me. I can only look in envy as I see TrixTank play, making any god he gets his hands on dance like Chang'e.

Some skills are simply harder to hit than others. You could balance this by increasing the damage for when it actually hits. Seems fair. But I present to you the Vulcan ult. Arguably one of the most painful ults in the game, but nigh impossible to hit unless you coordinate extremely well with the rest of your team. This is one (of sadly many, but that is something for another article) reason why Vulcan is considered sub par.

This puts Hi-Rez in a difficult spot because they need to choose on which level they want to balance the game. Do they want to balance for pro players, which is a very small minority within the player base, or do they go for

"IT IS IMPOSSIBLE TO ACCURATELY BALANCE THEM."



the average Joe? It is impossible to do both. High skill players can more reliably hit skills, but increasing the skill cap makes a god impossible to play for mediocre players, which is the majority of the player base and the main source of Hi-Rez's income.

Perfect Imbalance

When most people think of balance, people think about a 'perfect balance'. Chess is a classic example of this, but also StarCraft is generally considered to be a perfectly balanced game. No player has an advantage over the other and all possibilities are viable. The drawback of perfectly balanced games is that after the initial learning curve you will be spending the majority of your time learning established strategies. There is very little room for developing your own strategies because somebody already beat you to it.

Enter 'perfect imbalance'. This essentially means that everything

has a hidden weakness, a counter that is not immediately obvious. Freya is a good example of this. A few months ago, Freya was one of the most over powered gods in the game. She was picked/banned all the time. But then people figured out that she has no mobility, and that her ult, the only escape she has, has some severe limitations added to it. Sure she is untargetable for a time, but she cannot move over walls, she has no movement speed bonuses and she easy to follow while in her ult. A similar thing goes for her burst. She has 3 seconds of absolute pain followed by 5 seconds of uselessness.

To be honest, I think Hi-Rez Studios is doing a very good job of generating a perfect imbalance in the game. Most gods, if not all, have a counter in some shape or form. Being another god or an item, there are always ways of dealing with a god available to the player.

Constructive Community

So, in the end, a little bit of imbalance is not a bad thing. It gives structure in the form of meta, generates room for new strategies and allows the game to evolve all the time. This keeps the game fresh and interesting.

But we, the community surrounding SMITE, need to do our part as well to keep a fun, balanced game. Hold your cries of OP-ness, stow away the over sized nerf bats and bury your salt. Think out of the box when you don't know how to counter a certain god, ask and give feedback to those around you and play smart.

Hi-Rez listens to all of us, as they have proven on multiple occasions by providing nerfs we have asked for. Appreciate this blessing and use this knowledge to better the game. Be fair, be honest.

By Jorg van der Velden



Artwork by Michele Trocchia



WHO IS OSIRIS?

By Tanner Schelle

Osiris' story is a great but sad story. Son of Geb, God of the Earth, and Nut, Goddess of the Sky.

Osiris is the Egyptian god of the afterlife and underworld of the dead. Often times also referred to as "King of the Living", because of the Egyptians belief that they would have eternal life in death, just like Osiris. Because of this belief, he was also associated with fertility and resurrection.

In some writings he is known to be worshipped for the teachings of civilization and agriculture.

Osiris was great royalty being the son of Geb, but his brother Set was overcome with jealousy toward him, and decided to kill him. It is said that Set tore apart Osiris' body in rage and scattered his body parts across the land. Osiris' wife, Isis, was greatly hurt by the death of her beloved husband and thought to bring him back to life. After gathering his broken body, she used a spell she learned from Ra to revive him. In the time he

was alive, Osiris impregnated Isis and died not long after. This granted the birth of Horus, who would go on to avenge his fathers death and defeated Set. (On a side note, some writings refer to Isis being the sister of Osiris. Ewww.)

Osiris was depicted as a green skinned man who was partially wrapped in mummy's wrappings. He wore an Egyptian crown with two ostrich feathers on each side and had a pharaoh's beard. He was also known to be holding a crook and a flail.

Joining the battleground of the gods in SMITE, Osiris returns to the plane of the living as a "Warrior". Wielding a sickle and flail to strike down his opposition, Osiris is a strong addition to the Warrior class within the game. Every time Osiris uses an ability his passive called "Fragmented" will take away a body part until he is missing all eight parts, at which point he enters his ethereal

form. This grants him the ability to pass through enemies and enemy blockers, along with giving him a 2% physical damage mitigation for each fragment of his body that is missing, and no movement speed penalty for six successful basic attacks. This alone makes him an ideal jungler as he can easily get around the support who may be trying to peel him off of his allies.

His first ability is called "Sickle Strike". Osiris throws his sickle at the enemy and upon landing it deals damage 60/100/140/180/220 (+30% of your physical power) damage and slowing them by 20% for three seconds. Initiating with this ability will let you close the gap between you and your opponent and deal sizeable damage as well.

After using this ability following up with his next ability "Spirit Flail" would be ideal. It strikes within a 15ft radius and deals 80/130/180/230/280 (+60% of your physical power) damage while



giving Osiris a 20% movement speed increase for three seconds. If the opponent is under the effects of “Sickle Strike”, the slow will be increased from 20% to 50% and for 4 seconds. These two abilities alone are scary. That's a huge slow along with a movement speed buff for Osiris. Not to mention these could trigger his passive which would negate all attack speed penalties for six successful basic attacks. In the event that he can't finish his opponent off, he can resort to his next ability “Judgement Tether”. This ability will fling mummy wraps out to all enemies in a 35ft radius and their damage is reduced by 10/15/20/25/30% +5% per second. Any enemies still wrapped at the end of the duration

of the ability will be stunned for 1.4 seconds. If after this you still haven't gotten the kill, or need to escape Osiris has one more ability.

“Lord of the Afterlife” will automatically activate Osiris' passive as he leaps forward rips out a fragment of the enemies caught in the area of effect spirits', dealing 220/320/420/520/620 (+80% of your physical power) damage and preventing them from healing for 6s. The target is rooted for 0.4s during the attack. Osiris is called the God of the Underworld for different reasons in Egypt, but in Smite I feel that the Osiris is the God of the Underworld because he will send you down there faster than you can say “Kumbhakarna”!

I can't wait to see the team fight potential this god has. I think that he will be able to focus on the burst damage enemies on the other team before they can deal too much damage to his team. It may also be smart to get Hand of the Gods with him as he has the possibility to steal the Gold Fury or the Fire Giant with his passive. It's interesting to see more and more Warrior class gods come out that are clearly meant for the jungle rather than the solo lane as what the meta likes to have them as.

Osiris was released on May 6th, 2014 and it should be noted that he has already received a nerf over the weekend prior to his release because of feedback on the PTS (Public Test Servers).



Personally I think he is in a pretty good place right now but some people in the community think that his nerf was ill timed and should have been after at least a week of being out on the normal servers.

With a really novelty passive and a strong kit, Osiris is going to bring a lot to competitive play and will probably be ban worthy for a while till the community figures out how to counter him. Just don't let him and Isis have any alone time. He has been gone a long time!

By Tanner Schelle

HI-REZ STAFF PROFILE

Hello
My Name Is

HiRezKelly



Name: Kelly Link

In-Game Name: HelloKellyLink

Twitter Handle: HiRezKelly

Position at Hi-Rez Studios: Content Producer

How do you describe what you do to non-gamers?: I'm trying to remember the last time I interacted with a non-gamer...

Best day of the week and why?: Sunday, because it's perfect.

Game(s) you play in your off-time: Honestly... mostly SMITE.

Favorite SMITE god at present: Hel

Favorite SMITE skin at present: DigiMir (That ult!)

What is your preferred role in Conquest?: Mid lane right now, but I probably play every role equally besides Jungler.

How did you get your role with Hi-Rez?: Before I got hired, I streamed on my own Twitch channel everyday. I was pulling around 2-3k concurrent viewers for SMITE, which was far more than anyone else was getting at the time. That caught the attention of the executives and they contracted me to work for them at PAX East in 2013. The rest is history.

Whose fault was it that you lost your last game?: SIGH. Recently I've been trying to not blame anyone but myself (thanks Pon Pon). So I guess me.

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WHAT IT TAKES TO **COMPETE** - THE ROSTER SHUFFLE

By Lauren Plersol

The new season of competitive SMITE has begun, and with this, the pre-roster lock shuffle has changed the faces of many of the top teams. Last season, the teams with least amount of roster changes over all showed the greatest success at the 200k. Despite this, teams have made changes, even Team Solo Mid, in the attempt to have the strongest possible roster going into what promises to be the most exciting season of SMITE yet.

The first two weeks have had Team Dignitas, the only team from last season with no roster changes at all, in first place. Other teams understand why Dignitas has been so stable. "Dignitas is a really strong team,

and they've known each other for a really long time. You could tell in Atlanta that they love and value each other outside of the game. As long as they all continue to have the time to commit to SMITE, I can't see them having any roster changes," observed Proxyqq. Anatoily confirmed this observation saying, "We are all very comfortable with each other's play style and personality since our original formation with Team Dignitas back in June 2013. Any problem we have in-game or out-of-game we quickly sort it out. Everything is in the open and up for discussion; it's a democracy. This is what makes us really strong and united as well as a solid core five. We also have Adur0 in our roster for substitutions if a

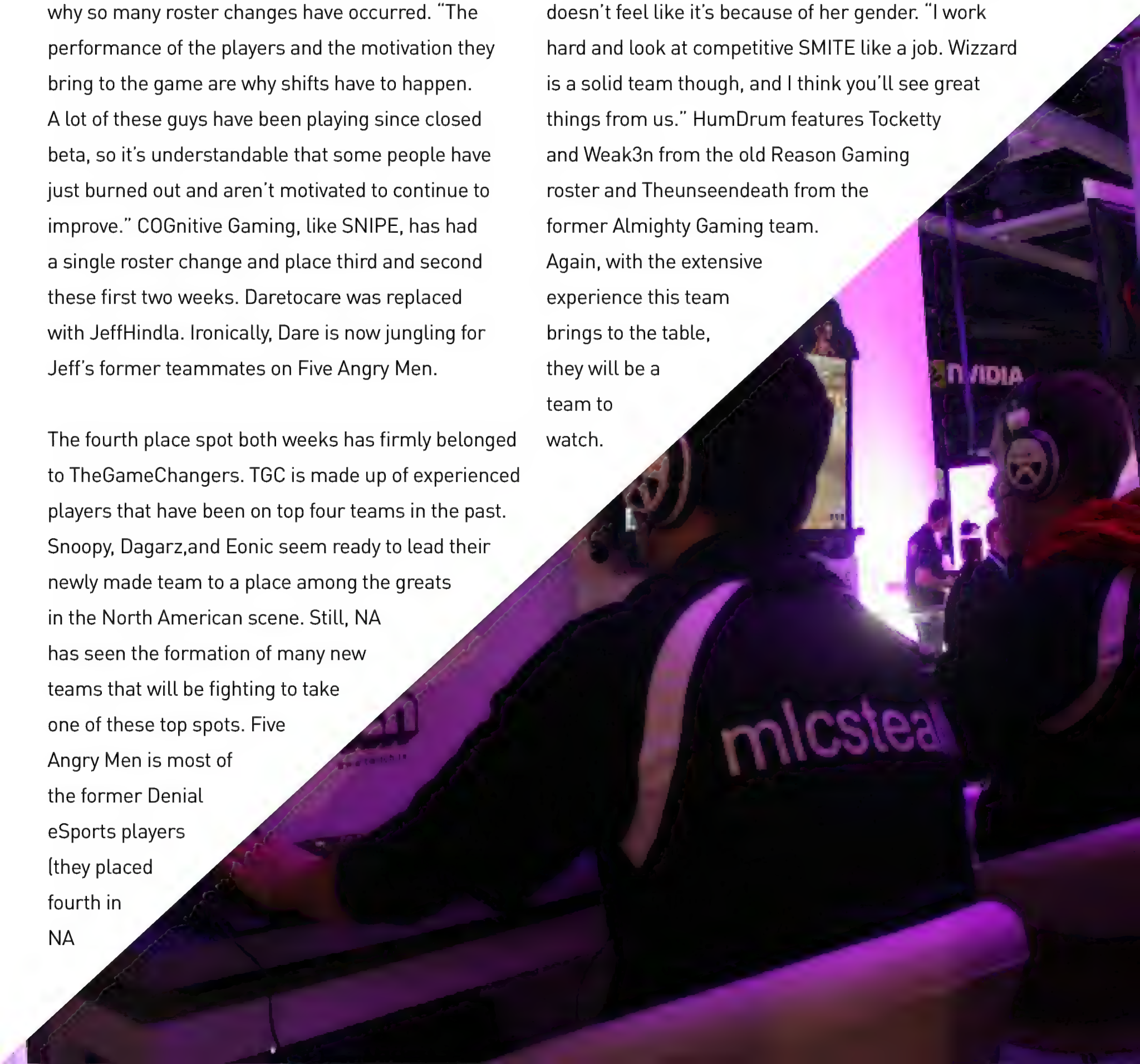
player has an obligation to take care of. This keeps us motivated to stay on our toes knowing that he can easily fill any of our roles if we slack off.”

Team Snipe took second place in week one and third place in week two of this season’s qualifiers. Snipe’s only roster change was at mid with Jerbie replacing NJNick. “I benched myself because I felt I was under performing, and I don’t feel I have the time necessary to commit to getting better,” said Nick. Nik also provided some insight into why so many roster changes have occurred. “The performance of the players and the motivation they bring to the game are why shifts have to happen. A lot of these guys have been playing since closed beta, so it’s understandable that some people have just burned out and aren’t motivated to continue to improve.” COGnitive Gaming, like SNIPE, has had a single roster change and place third and second these first two weeks. Daretocare was replaced with JeffHindla. Ironically, Dare is now jungling for Jeff’s former teammates on Five Angry Men.

The fourth place spot both weeks has firmly belonged to TheGameChangers. TGC is made up of experienced players that have been on top four teams in the past. Snoopy, Dagarz, and Eonic seem ready to lead their newly made team to a place among the greats in the North American scene. Still, NA has seen the formation of many new teams that will be fighting to take one of these top spots. Five Angry Men is most of the former Denial eSports players (they placed fourth in NA

last season) with the additions of Daretocare in jungle and madmanmarc at adc. Paindeviande has made the switch to support, so look for great things from this team as the season progresses.

Other teams to keep an eye on include YourAWizzard, Critrasaurus, VictoriouSecret, and HumDrum, all of which feature some of the top ranked players in SMITE. YourAWizzard features one of the only top female players, mogee. While she’s found breaking into the competitive side of SMITE challenging, she doesn’t feel like it’s because of her gender. “I work hard and look at competitive SMITE like a job. Wizzard is a solid team though, and I think you’ll see great things from us.” HumDrum features Tocketty and Weak3n from the old Reason Gaming roster and Theunseendeath from the former Almighty Gaming team. Again, with the extensive experience this team brings to the table, they will be a team to watch.





between these two teams. When asked about the changes, TrixTank responded, "We [TSM] wanted to be sure we had the strongest possible roster this season. YOUNGBAE is a great player and friend, but we felt that the team had better synergy with

Smek. Smek's attitude in general is more inline with us. The closeness of these first weeks of play have shown just how competitive we all are."

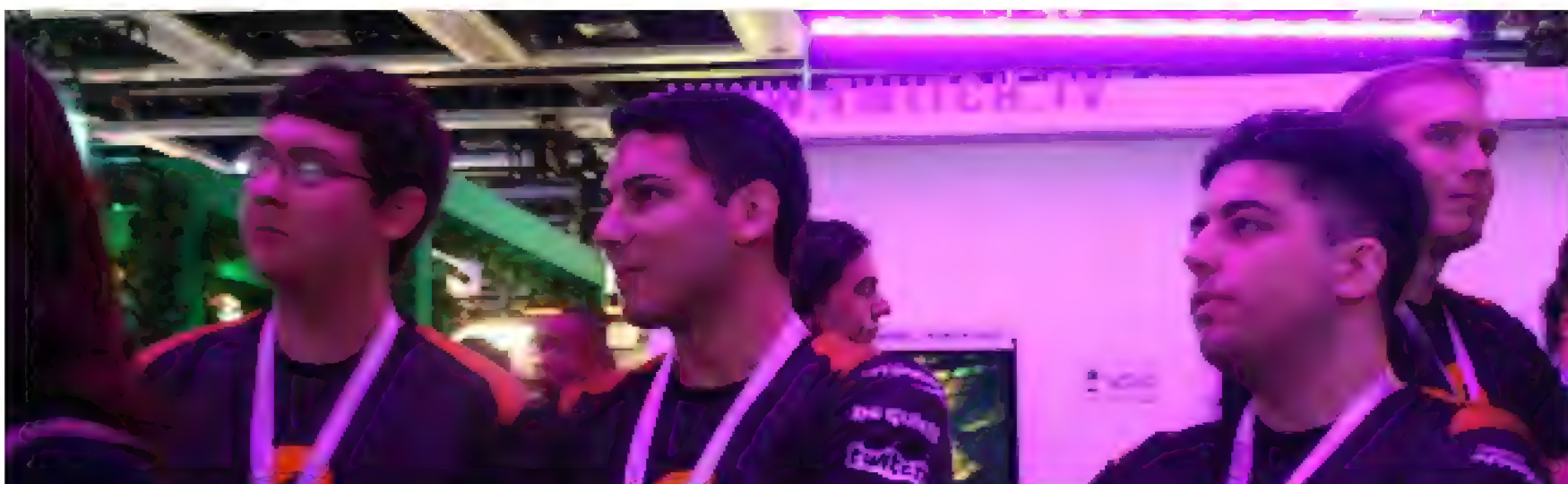
Other teams to keep a close eye on are ILLL, SK Gaming, Worth Gaming, Agilitas, and Team Spray. All teams boast experienced competitive players. "On the EU side, there are a lot of teams in line to compete for the top four. TSM will be even stronger with Smek, and while C9 will

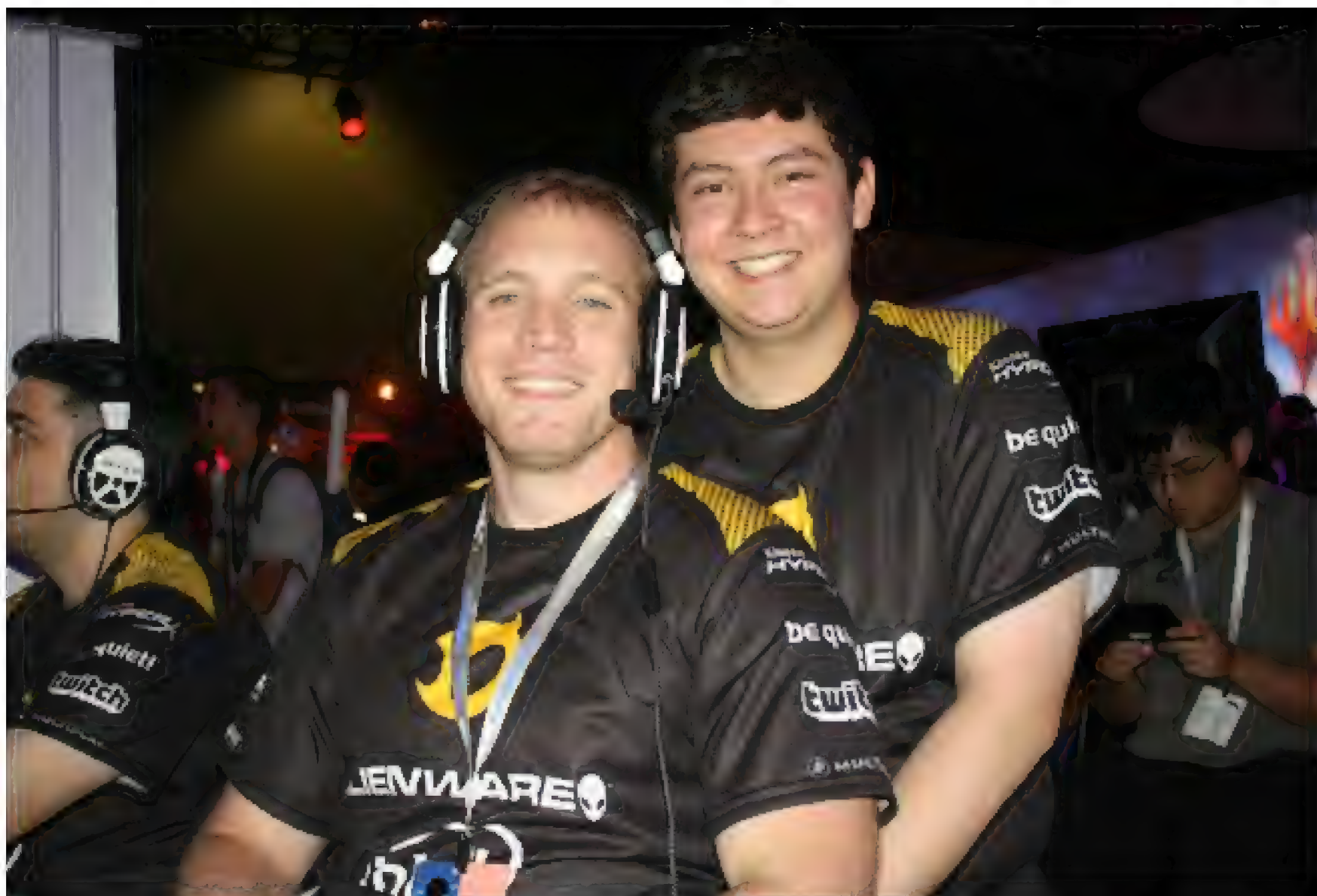
need to build team synergy, they are

all highly experienced competitive players that will

fight for that top spot. Coast and SK have newer rosters, but Optixx and Maniakk are both highly skilled ranked players, so I expect their teams will do well," shared Proxyqq. Proxy's own team, Exposed Secrets, will be another to watch. Players from the top EU teams last season form this amazing group. C9's former solo laner Xaliea, one of the top solo players in all of SMITE, has joined forces with Funballer, ShadowNightmare, and FrostiaK. There is little doubt that once team synergy is established, Exposed Secrets will be a force to be reckoned with.

In the European SMITE scene, teams saw more changes than their North American counterparts. Team Solo Mid, the undefeated champions of the 200k launch tournament replaced their adc, YOUNGBAE, with the now former C9 adc, Smek. In response, C9 acquired YOUNGBAE. C9 saw some of the most drastic changes. In addition to picking up a new adc, Xaliea left and was replaced by enQu, and HalfDevil took over as their support. Despite the changes, C9 took first place in the first week of competitive play over TSM. TSM responded by winning over C9 in week two. In this regard season two is already looking to be another back and forth battle for dominance





Both North American and European competitive SMITE tournaments used thirty-two team brackets with three or less bye matches for teams in round one. This is double the number of bracket spots used in the last week of the 200k qualifiers; those brackets also used up to five bye matches in the first round of play. The extensive growth of competitive SMITE this season is allowing teams to get the competitive experience needed to progress without pitting them against one of the historically dominant teams in the first or second tier of the bracket. While someone must always play these teams, the majority of teams are getting the chance to play for the first time. Fans of SMITE eSports have a dynamic season of play ahead of them.

The roster changes will have a large impact on SMITE teams in general. With the loss of a SMITE team, many Denial fans are now COG or Five Angry Men fans. Maybe because of its relative youth, SMITE fans tend to support players rather than teams and

follow players from team to team. Steven Cooper, the managing director for SMITECentral explained, "The reason Dignitas is the clear fan favorite is because they haven't had roster changes in over a year." He continued, explaining the general effect of roster changes on community tournaments, "The roster changes create more hype and more viewers for community 5v5 tournaments. It allows teams to gain some chemistry before the Hi-Rez weeklies." At the same time, teams without sponsors will likely to continue that way. As many organizations have said before, stability is one of the top factors in their decision making, something few teams have. This season will be the longest yet with three full months of play before regional finals followed by the wildcard event. Rosters are now soft locked, so we will soon see which teams have what it takes to compete.

By Lauren Piersol





INTERVIEW WITH TODD HARRIS

By Kris West

We managed to ask Co-Founder and COO of Hi-Rez Studios, Todd Harris, some questions about SMITE and his life within Hi-Rez.

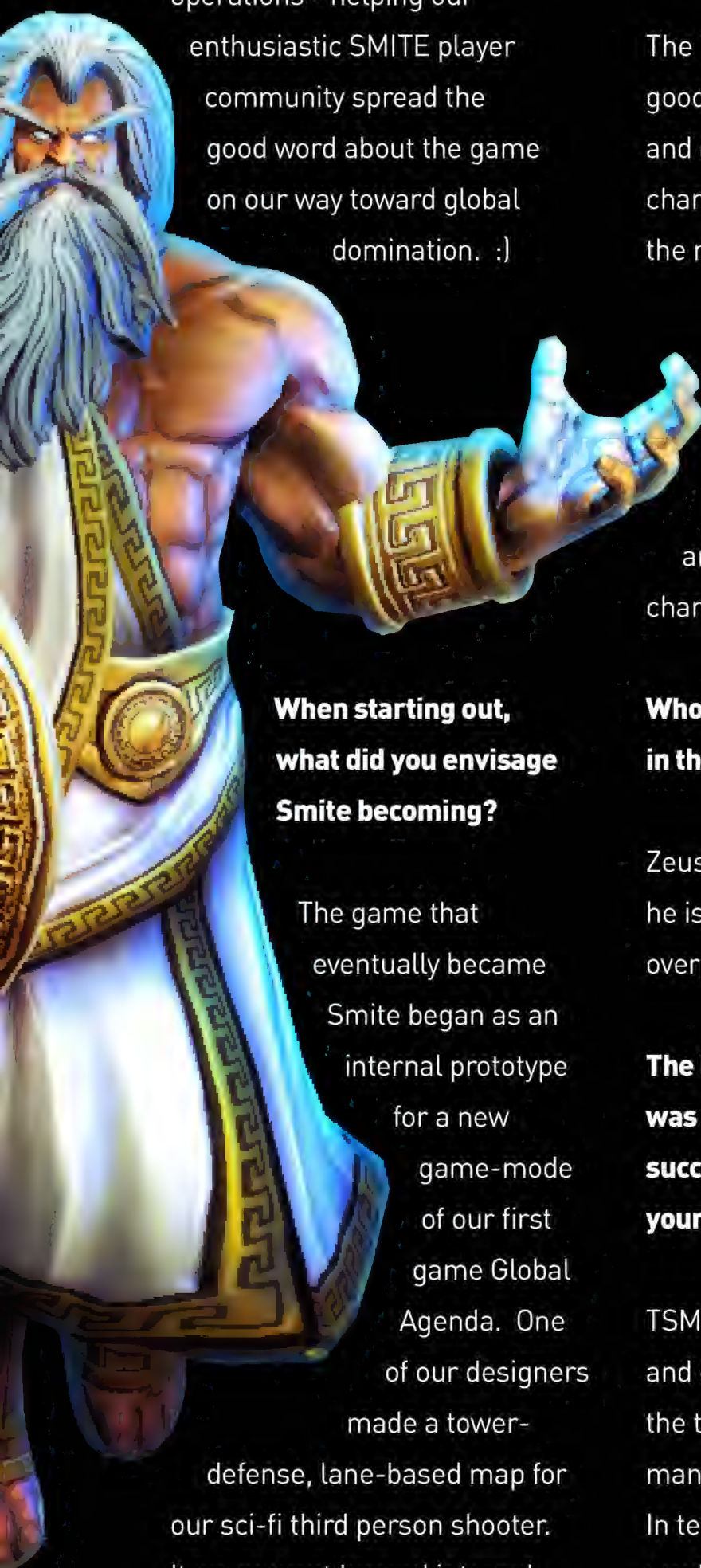
Can you summarise Smite in 10 words or less?

3rd person MOBA, WASD movement, play a god!

Talk us through an “average” day at Hi-Rez Studios.

Most of our development studio workflow revolves

around the daily development build & internal playtest of SMITE. All the programmers, designers, artists, animators, visual fx, sound fx, etc are all checking in code and assets. The goal is to make today's build better than yesterday's but the most important golden rule is to NOT break the build. Then in the afternoon there is a playtest of that latest build so we can evaluate the new game features and content and hopefully find any new bugs quickly. The daily build and playtest is the heart-beat of our studio.



Talk us through an “average” day for Todd.

These days I spend a lot of my day focusing on our publishing operations - helping our enthusiastic SMITE player community spread the good word about the game on our way toward global domination. :)

When starting out, what did you envisage Smite becoming?

The game that eventually became Smite began as an internal prototype for a new game-mode of our first game Global Agenda. One of our designers made a tower-defense, lane-based map for our sci-fi third person shooter. It never went beyond internal playtesting but we thought the mode was fun and could stand alone as a new game with a

different theme. Erez had the idea of gods and Smite was born!

Is there one or two key points that you’re really proud of in the game?

The ‘feel’ of the game is very good. I prefer the comfortable and direct control of your god character vs. clicking around the map in RTS-style MOBAs.

Secondly would be the visual improvements we’ve made since early Beta.

The art team has done an amazing job improving maps, character design, and UI.

Who’s your favorite God in the game and why?

Zeus. He was one of our first gods, he is a bad-ass, and he is a little overpowered so I can win with him.

The launch tournament was undoubtedly a huge success; who did you have your money on to win?

TSM has been the most dominant and consistent leading up to the tournament so a betting-man would have picked them. In terms of crowd favorite that would be Dignitas, they have been active with the SMITE community for a long time.

The community following is quite large for the game, how do you feel they have helped to shape the game?

The community has definitely helped shape the game. There are a few mechanics we tried, for example the idea of Focus and the idea of directly modifying character stats, that the community rejected and we listened to that feedback.

Is there one thing you really want to add into Smite, but can’t justify it yet?

Addition of Flying Spaghetti Monster to game.

How do you see the game developing in the next 12 months? Do you think it will look and feel a lot different to how it is now?

I do not think it will look and feel that different. A few additional interesting game-modes, many additional gods, hopefully an even larger player community but one that is still positive and fun. I do think the international esports scene and events for SMITE will grow dramatically.

We’d like to thank Todd for taking the time out of his busy schedule to answer our questions.

Ely Kris West

The background of the entire page is a dynamic, high-quality illustration from the game Smite. It depicts a chaotic battle scene. On the left, a large, muscular, grey-skinned deity with long, flowing white hair and a fierce expression is shown from the chest up. He is wearing a dark, draped garment and is casting a bright blue, glowing energy sphere from his right hand. In the center and right, there are other monstrous figures. One is a large, dark, furry creature with a wide, open mouth showing sharp teeth and a glowing red interior. Another figure to the right has long, sharp, black claws and a menacing appearance. The background is filled with smoke, fire, and the general atmosphere of a high-stakes battle.

BATTLEGROUND OF THE GODS

SMITE

FREE-TO-PLAY

"Smite's unique camera angle alone is enough to set it apart from other MOBAs, and developer Hi-Rez didn't stop there. Each map is polished, every God looks and sounds great, and exceptional Match of the Day modes offer plenty of variety" -IGN

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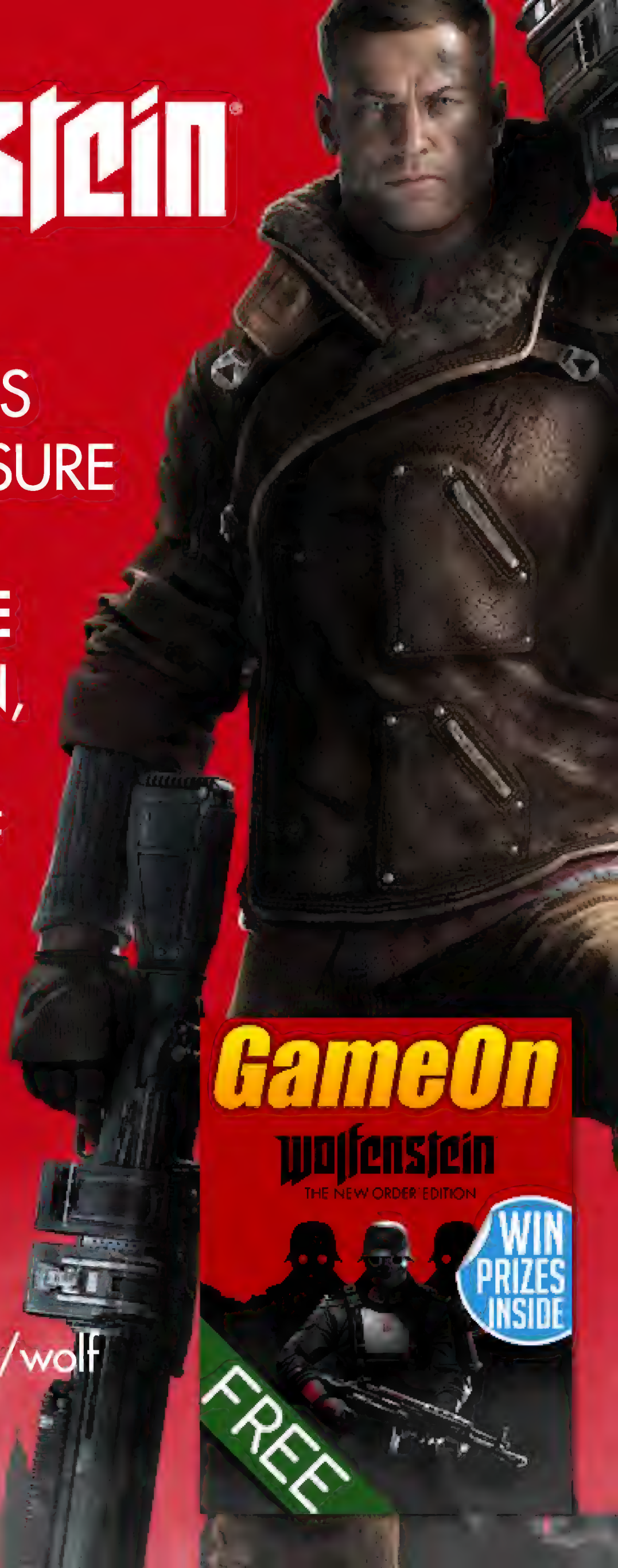
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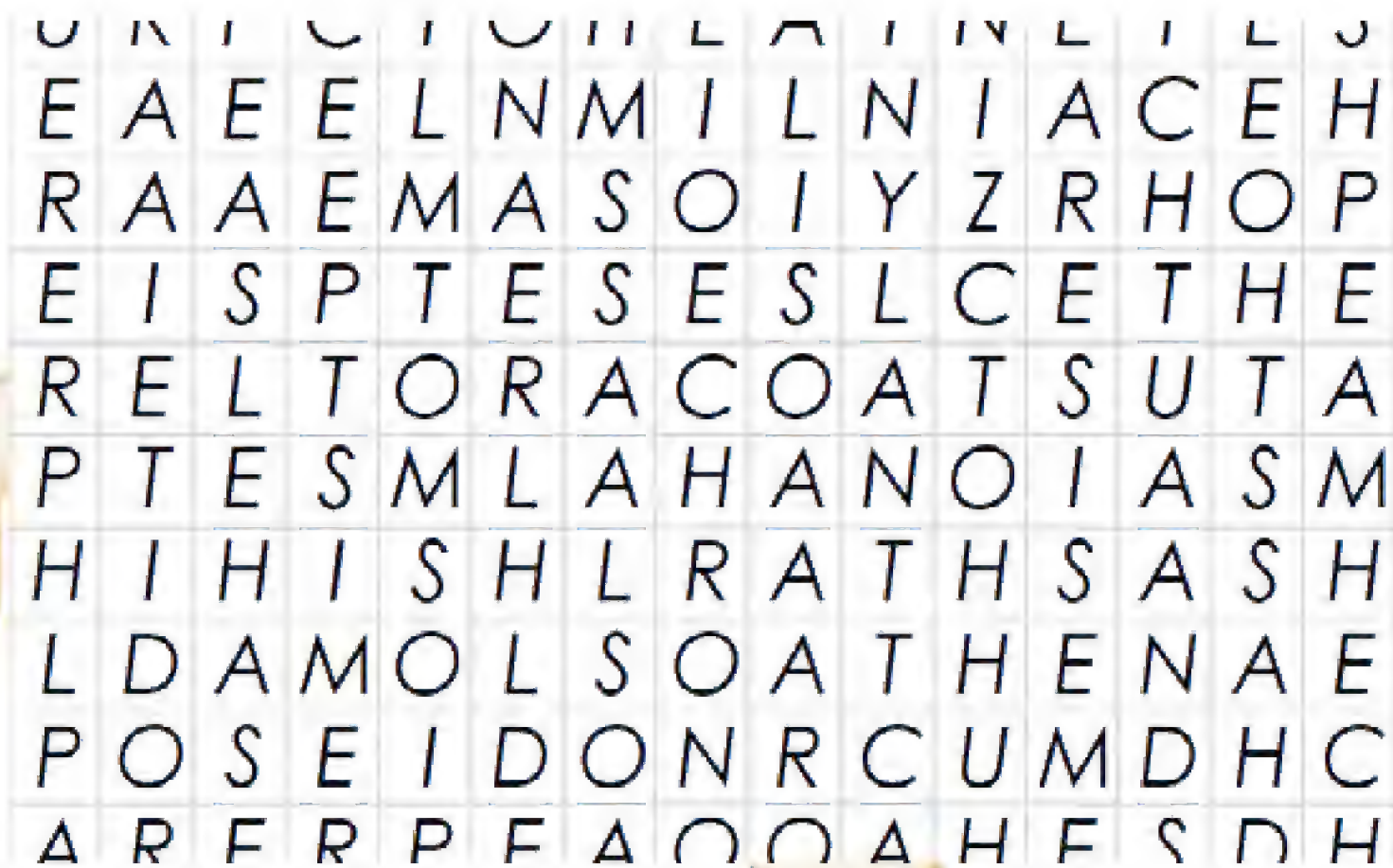
Don't drink and dive. Please tank responsibly.

COFFEE BREAK

Just like in the last issue, we've got a handful of fun things for you to do whilst you take a break with a coffee or any other drink, for that matter. We're not fussy.

Below, you can find this month's wordsearch which is themed around Greek gods! If you manage to find a word that's not listed in there, drop us a tweet (@TheGameOnMag) and you might get a mention in this issue!

Last issue, it seems that a lot of individuals found the word "GEB" but a special mention goes to Steffen Skott for sending us this first.



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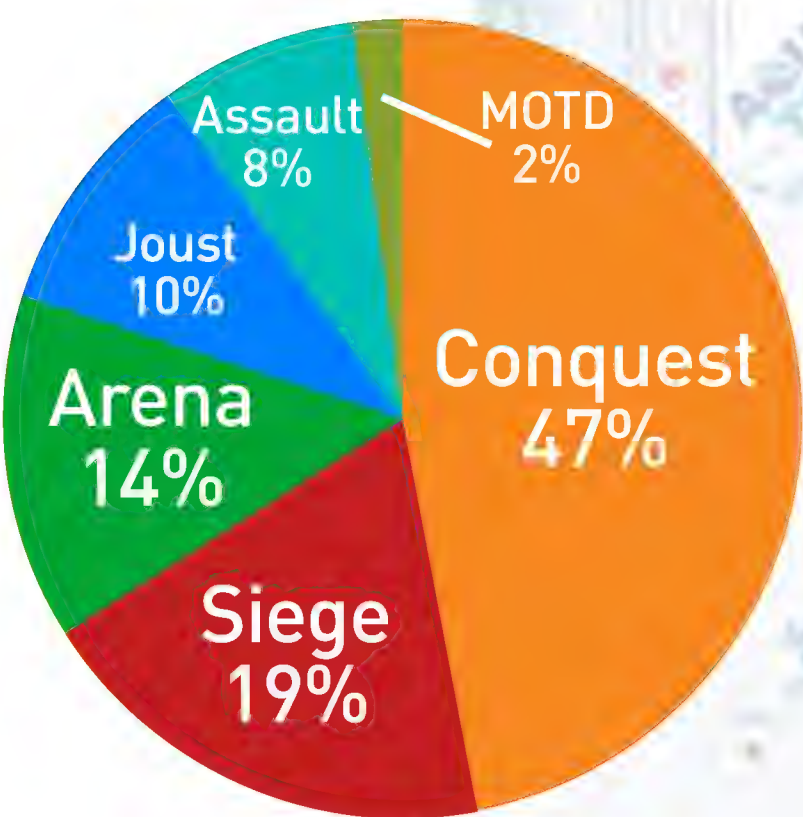
COMMUNITY POLL

We sent out a few polls for this issue in which we could see what the communities current favourite god, class and game mode was. The results can be found below!

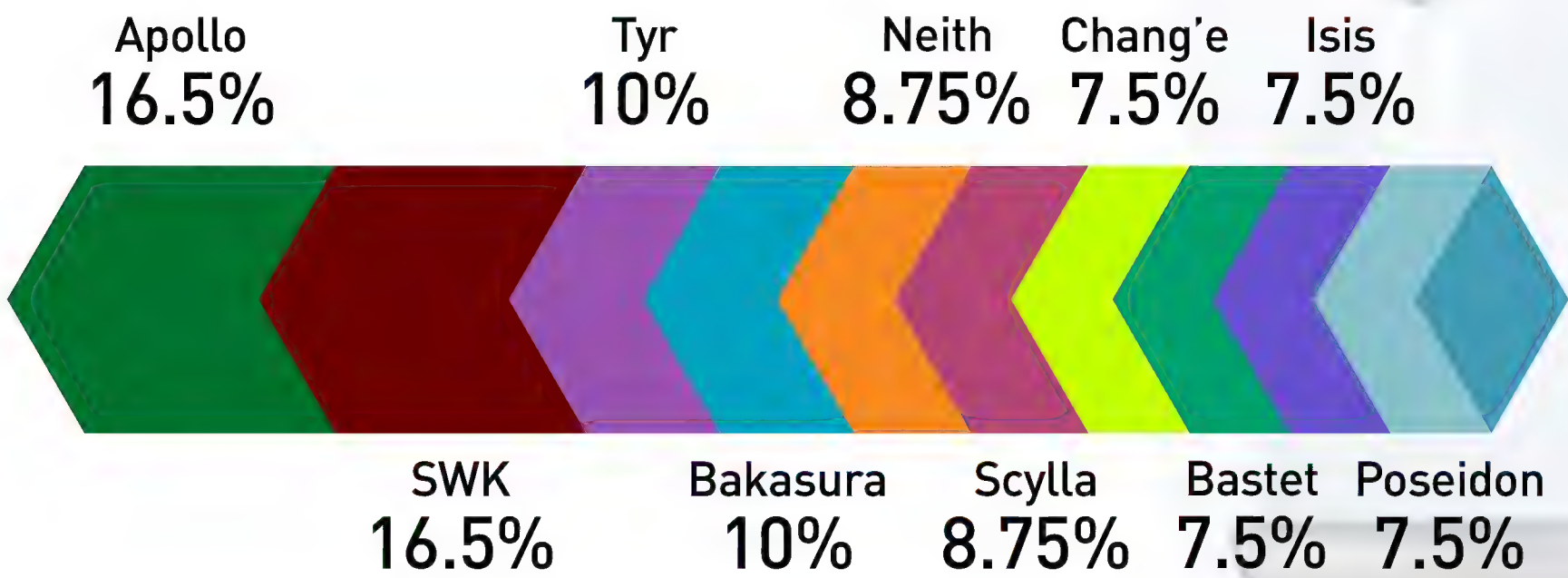
FAVOURITE CLASS



FAVOURITE MODE

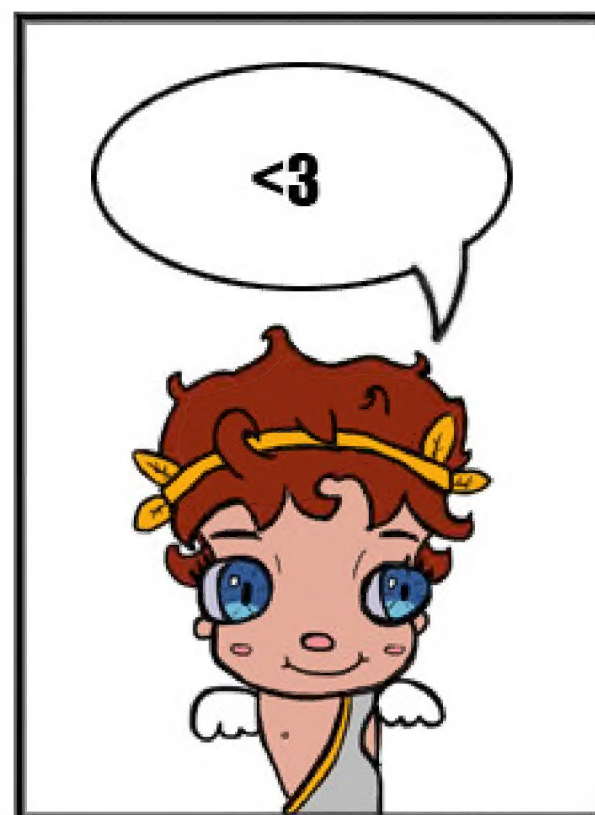


TOP 10 GODS



SMITE: POWERS COMBINED

Created by:
Kyle "Potluk" LaForest



The background of the entire advertisement is a dynamic illustration from the game Smite. On the left, a large, muscular, grey-haired deity (Zeus) is shown from the waist up, wearing a blue and gold armor. He is holding a glowing blue sphere of energy in his right hand, with a bright blue lightning bolt striking it. To his right, a large, dark, furry monster (a Chimera) is roaring, its mouth open showing sharp teeth and a red tongue. The monster has a white mane and is wearing a chain collar. The background is a dark, stormy sky with swirling clouds and a hint of a cityscape in the distance.

BATTLEGROUND OF THE GODS

SMITE

FREE-TO-PLAY

"Smite's unique camera angle alone is enough to set it apart from other MOBAs, and developer Hi-Rez didn't stop there. Each map is polished, every God looks and sounds great, and exceptional Match of the Day modes offer plenty of variety" -IGN

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CAPTION COMPETITION

LAST ISSUE'S WINNER

Last issue we had a **fantastic** response to the caption competition but unfortunately, there can only be one winner (this time). So, without further ado, the winner is.... (insert metaphorical drum roll here)

DANIEL BALLEW



Daniel, we will reach out to you to give you your prize, but please e-mail us at smite@gameonmag.com as well. For attention of all those who will attempt to impersonate Daniel: We can tell who the real entry was made by :)



**Newest God Release:
Osiris - Broken God of the Afterlife.
See You Next Issue!**